

## Vu All Subjects Assignment Quiz GDB Handouts Available here



Aslam U Alaikum!

Dear Students,

In this post we are providing you CS302 Quiz-2 Solution Fall 2022 (21 to 41) 100% correct or right solution.

### Semester Quiz # 02

Dear Students,

It is to inform that **Semester Quiz # 02** has been opened today and it will remain open for **48 hours** only. You are strongly advised to take this activity seriously and make sure to submit the quiz within the given date. No quiz submission requests will be entertained later in any case due to any reason.

### CS302 Quiz File

To write data to the memory the memory the write cycle is initiated by

### Applying the address signals

The counter states or the range of the number of a counter is determined by the formula ("n" represented the total number of flip-flops )

2 raise to power n

THE FOUR OUTPUTS OF TWO 4-INPUT MULTIPLEXERS, CONNECTED TO FORM A 16-INPUT MULTIPLEXER, ARE CONNECTED TOGETHER THROUGH A 4-INPUT \_\_\_\_\_ GATE

OR

A FIELD-PROGRAMMABLE LOGIC ARRAY CAN BE PROGRAMMED BY THE USER AND NOT BY THE MANUFACTURER.

TRUE

in sequential circuits memory elements are connected with \_\_\_\_\_.

common clock

A synchronous decade counter will have \_\_\_\_\_ flip-flops

4

the terminal count of a modulus -13 binary counter is

1101

The alternate solution for a multiplexer and a register circuit is \_\_\_\_\_

Parallel in / Serial out shift register

A 8-bit serial in / parallel out shift register contains the value "8", \_\_\_\_\_ clock signal(s) will be required to shift the value completely out of the register.

8

Which of the following output equations determines the output of the state machine?

Max-Q0Q1EN

The CONSTATE.CLK = Clock is used to indicate that the \_\_\_\_\_ state variables change on a clock transition.

## CONSTATE

Memory is arranged in \_\_\_\_\_.

## two-dimensional manner

The n flip-flops store \_\_\_\_\_ states.

## $2^n$

PALs tend to execute \_\_\_\_\_ logic.

## SOP

In DRAM read cycle R /W<sup>-</sup> signal is activated to read data which is made available on the \_\_\_\_\_ data line.

## D(OUT)

A SOP expression can be implemented by an \_\_\_\_\_ combination of gates.

## AND-OR

Why demultiplexer is called a data distributor?

## Single input to Single Output

If the number of samples that are collected is reduced by half, the reconstructed signal will be \_\_\_\_\_ from/to the original.

## Same

The AND Gate performs a logical \_\_\_\_\_ function.

## Division

The next state table for REQ1, FLOOR1 and OPEN inputs indicates that the \_\_\_\_\_ can be pressed at any time either on the first floor or the second floor in elevator.

## REQ1

\_\_\_\_\_ is used when the output is connected back to the input of the PAL or if the output pin is used as an input only.

### Combinational Input

The 64-cell array organized as 8 x 8 cell array is considered

as an 8 byte memory

A 3-variable karnaugh map has

eight cells

\_\_\_\_\_ Counters as the name indicates are not triggered simultaneously.

### Synchronous

The ABEL Input file can use a \_\_\_\_\_ instead of the equation to specify the Boolean expressions.

### Truth Table

The \_\_\_\_\_ gate and \_\_\_\_\_ gate implementation connected at the B input of the 4-bit Adder is used to allow Complemented or Un-Complemented B input to be connected to the Adder input.

### XOR, NAND

In the keyboard encoder, how many times per second does the ring counter scan the key board?

650 scans/second

Flash memory Operation are classified into \_\_\_\_\_ different operation.

Two

A 4-bit binary up/down counter is in the binary state of zero. The next state in the DOWN mode is:

1111

The outputs of SR latches in elevator state machine are feed back to the \_\_\_\_\_ gate array for connection to the D-flipflops.

AND

The domain of the expression  $AB'CD + AB' + C'D + B$  is

A, B, C and D

The Adjacent 1s Detector accepts 4-bit inputs. If \_\_\_\_\_ adjacents 1s are detected in the input, the output is set to high.

1

Which of the following Output Equations determines the output of the State Machine?

$MAX = Q0Q1EN$

When the transmission line is idle in an asynchronous transmission

It is set to logic high

In NAND based S-R latch, output of each \_\_\_\_\_ gate is connected to the input of the other \_\_\_\_\_ gate.

NAND, NAND

PLDs have In-System Programming (ISP) capability that allows the \_\_\_\_\_ to be programmed after they have been installed on a circuit board.

PLDs

A decade counter can be implemented by truncating the counting sequence of a MOD-20 counter.

True

The terminal count of a 4-bit binary counter in the UP mode is \_\_\_\_\_.

1100

Select the mode of programming in which GAL16V8 can be programmed:

All of the given

Consider the sum of weight method for converting decimal into binary value, \_\_\_\_\_ is the highest weight for 411.

256

If two numbers in BCD representation generate an invalid BCD number then the binary \_\_\_\_\_ is added to the result.

1001

In memory write cycle, the time for which the WE signal remains active is known as the \_\_\_\_\_.

Write pulse width

GAL can be reprogrammed as instead of fuses E2CMOS logic is used which can be programmed to connect a \_\_\_\_\_ with a \_\_\_\_\_.

row, column

The S-R latch has two inputs, therefore \_\_\_\_\_ different combinations of inputs can be applied to control the operation of the S-R latch.

four

The Transition table is very similar to the \_\_\_\_\_ table.

State

A NOR based S-R latch is implemented using \_\_\_\_\_ gates instead of \_\_\_\_\_ gates.

NOR, NAND

Two types of memories namely the first in-first out (FIFO) memory and last in first out (LIFO) are implemented using \_\_\_\_\_.

Shift Registers

For a down counter that counts from (111 to 000), if current state is "101" the next state will be \_\_\_\_\_.

**None of the given**

The NOR logic gate is the same as the operation of the \_\_\_\_\_ gate with an inverter connected to the output.

**NAND**

The ROM used by a computer is relatively \_\_\_\_\_ as it stores few bytes of code used to Boot the Computer system on power up.

**Small**

Canonical form is a unique way of representing \_\_\_\_\_.

**SOP**

UVERPROM is stands for

**Ultra-Violet**

If the voltage drop across the active load is 0 volts due to absence of current the comparator output is a \_\_\_\_\_.

**1**

Cin is part of \_\_\_\_\_ Adder.

**Full**

Which one flip-flop has an invalid output state?

**SR**

Which of the following is a volatile memory?

**DRAM**

The maximum value, represented by a single hexadecimal digit is \_\_\_\_\_.

"F"

As data values are written or read from the RAM Stack Pointer Register increments or decrements its contents always pointing to the stack \_\_\_\_\_.

Top

8-bit parallel data can be converted into serial data by using \_\_\_\_\_ multiplexer.

8-to-1

You have to choose suitable option when your timer will reset by considering this given code:

```
TRSTATE.CLK = clk;
```

```
TMRST: = (TRSTATE == NSY2) # (TRSTATE == EWY2);
```

NSY2 or EWY2

The FAST Model Page Access allows \_\_\_\_\_ memory read and access times when reading successive data values stored in consecutive locations on the same row.

Faster

Adding two octal numbers "36" and "71" result in \_\_\_\_\_.

127

The Static Ram (SRAM) is non-volatile and is not a \_\_\_\_\_ density memory as a latch is required to store a single bit of information.

High

In case of cascading Integrated Circuit counters, the enable inputs and RCO of the Integrated Circuit counters allow cascading of multiple counters together.

True

Demorgan's two theorems prove the equivalency of the NAND and \_\_\_\_\_ gates and the NOR and \_\_\_\_\_ gates respectively.

Negative-OR, Negative-AND

A multiplexer with a register circuit converts

Parallel data to serial

Implementation of Latch is required almost \_\_\_\_\_ transistor.

Six

The normal data inputs to a flip-flop (D, S and R, J and K, T) are referred to as \_\_\_\_\_ inputs.

Synchronous

The Synchronous SRAM also has a Burst feature which allows the Synchronous SRAM to read or write up to \_\_\_\_\_ location(s) using a single address.

Four

Consider  $A=1$ ,  $B=0$ ,  $C=1$ . A, B and C represent the input of three bit NAND gate, the output of the NAND gate will be \_\_\_\_\_.

One

The 74HC163 is a 4-bit Synchronous counter, it has \_\_\_\_\_ data output pins.

4

The \_\_\_\_\_ input overrides the \_\_\_\_\_ input.

Asynchronous, synchronous

The Test Vector definition defines the test vectors for all the three counter inputs and \_\_\_\_\_ counter output/outputs.

Three

Subtractors also have output to check if 1 has been \_\_\_\_\_.

Primed

An Asynchronous Down-counter is implemented (Using J-K flip-flop) by connecting \_\_\_\_\_.

Q output of all flip-flops to clock input of next flip-flops

Divide-by-32 counter can be achieved by using

Flip-Flop and DIV 32

For a Standard SOP expression, a \_\_\_\_\_ is placed in the cell corresponding to the product term (Minterm) present in the expression.

1

Two signals \_\_\_\_\_ and \_\_\_\_\_ provide the timing inputs to the State Machine.

PTIME and QTIME

Which signal must remain valid in memory write cycle after data is applied at the data input lines and must remain valid for a minimum time duration  $t_{WD}$ ?

$\overline{WE}$

Implementation of the FIFO buffer in \_\_\_\_\_ is usually takes the form of a circular buffer.

RAM

In distributed mode, for a 1024 x 1024 DRAM memory and a refresh cycle of 8 msec, each of the 1024 rows has to be refreshed in \_\_\_\_\_ when Distributed refresh is used.

7.8 microsec

The output of a NAND gate is \_\_\_\_\_ when all the inputs are one.

Zero

Implementing the Adjacent 1s detector circuit directly from the function table based on the SOP form requires \_\_\_\_\_ gates for the 8 product terms (minterms) with an 8-input OR gate.

8 AND

WHEN BOTH THE INPUTS OF EDGE-TRIGGERED J-K FLOP-FLOP ARE SET TO LOGIC ZERO -----

**THE OUTPUT OF FLIP-FLOP REMAINS UNCHANGED**

The terminal count of a 4-bit binary counter in the UP mode is .

**1111**

For a down counter that counts from (111 to 000). If current state is “101” the next state will be

**110**

The n flip-flops store states.

**$2^n$**

An Asynchronous Down-counter is implemented (using J-K flip-flop) by connecting

**Q output of all flip-flops to clock input of next flip-flops**

In case of cascading Integrated Circuit counters, the enable inputs and RCO of the Integrated. Circuit counters allow cascading of multiple counters together.

**True**

A decade counter can be implemented by truncating the counting sequence of a MOD-20 counter.

**False**

The 74HC163 is a 4-bit Synchronous Counter, it has data output pins.

**4**

Divide-by-32 counter can be achieved by using

**Flip-Flop and DIV 16**

The synchronous counters are also known as Ripple Counters:

False

Each stage of Master-slave flip-flop works at of the clock signal

One half

With a 100 KHz clock frequency, eight bits can be serially entered into a shift register in

80 micro seconds

Number of states in an 8-bit Johnson counter sequence are:

16

In moore machine the output depends on

The current state

Asynchronous mean that

Each flip-flop after the first one is enabled by the output of the preceding flip-flop

According to moore circuit, the output of synchronous sequential circuit depend/s on of flip flop.

Present state

In gated SR latch, what is the value of the output if EN=1, S=0 and R=1?

0

A Divide-by-20 counter can be achieved by using

Flip-Flop and DIV 10

A one-shot mono-stable device contains \_

NOR gate, Resistor, Capacitor and NOT Gate

The inputs can be directly mapped to karnaugh maps.

J-K

A mono-stable device only has a single stable state

True

When the Hz sampling interval is selected, the signal at the output of the J-K flipflop has a time period of seconds.

1, 2

The \_\_\_\_\_ Encoder is used as a keypad encoder.

Decimal-to-BCD Priority

3-to-8 decoder can be used to implement Standard SOP and POS Boolean expressions

True

If S=1 and R=0, then  $Q(t+1) = \underline{\hspace{2cm}}$  for positive edge triggered flip-flop

1

NOR gate is formed by connecting \_\_\_\_\_

OR Gate and then NOT Gate

A particular half adder has

2 INPUTS AND 2 OUTPUT

Assume a J-K flip-flop has 1s on the J and K inputs. The next clock pulse will cause the output to .

Toggle

A stage in the shift register consists of

A flip flop

If a circuit suffers “Clock Skew” problem, the output of circuit can’t be guaranteed.

True

A modulus-14 counter has fourteen states requiring

4 flip flops

In Master-Slave flip-flop the clock signal is connected to slave flip-flop using gate.

NOT

flip-flops are obsolete now.

Master-Slave

The glitches due to “Race Condition” can be avoided by using a .

Negative-Edge triggered flipflops

For a gated D-Latch if  $EN=1$  and  $D=1$  then  $Q(t+1)=$

1

occurs when the same clock signal arrives at different times at different clock inputs due to propagation delay.

Clock skew

An Astable multivibrator is known as a (n) .

Oscillator

In Master-Slave flip-flop setup, the master flip-flop operators at

Both Master-Slave operator simultaneously

The power consumed by a flip-flop is defined by \_

c.P =  $V_{cc} \times I_{cc}$

The 3-bit up counter can be implemented using flip-flop(s).

## S-R flip-flops and D-flip-flops

The terminal count of a 4-bit binary counter in the DOWN mode is

0000

If the S and R inputs of the gated S-R latch are connected together using a \_\_\_\_\_ gate then there is only a single input to the latch. The input is represented by D instead of S or R (A gated D-Latch)

NOT

The low to high or high to low transition of the clock is considered to be a(n)

\_\_\_\_\_

Edge

RCO Stands for \_\_\_\_\_

Ripple Clock Output

A transparent mode means \_\_\_\_\_

The changes in the data at the inputs of the latch are seen at the output

In \_\_\_\_\_ outputs depend only on the current state.

Moore Machine

Smallest unit of binary data is a \_\_\_\_\_

Bit

Which mechanisms allocate the binary values to the states in order to reduce the cost of the combinational circuits?

State assignment

State of flip-flop can be switched by changing its

Input signal

Once the state diagram is drawn for any sequential circuit the next step is to draw

Next-state table

Design of state diagram is one of many steps used to design

A truncated counter

Flip flops are also called \_\_\_\_\_.

Bi-stable multivibrators

Three cascaded modulus-10 counters have an overall modulus of

1000

The term hold always means .

No change

A flip-flop is presently in SET state and must remain SET on the next clock pulse. What must j and k be?

$J=X(\text{Don't care}), K=0$

To parallel load a byte of data into a shift register, there must be

One clock pulse

Invalid state of NOR based SR latch occurs when \_\_\_\_\_.

$S=1, R=1$

The minimum time for which the input signal has to be maintained at the input of flip-flop is called \_\_\_\_\_ of the flip-flop.

### Hold time

74HC163 has two enable input pins which are \_\_\_\_\_ and \_\_\_\_\_

### ENP, ENT

\_\_\_\_\_ is said to occur when multiple internal variables change due to change in one input variable

### Race condition

The \_\_\_\_\_ input overrides the \_\_\_\_\_ input

### Asynchronous, synchronous

A decade counter is \_\_\_\_\_.

### Mod-10 counter

In asynchronous transmission when the transmission line is idle, \_\_\_\_\_

### It is set to logic high

A 8-bit serial in / parallel out shift register contains the value "8", \_\_\_\_\_ clock signal(s) will be required to shift the value completely out of the register.

### 8

In a sequential circuit the next state is determined by \_\_\_\_\_ and \_\_\_\_\_

### Current state and external input

The divide-by-60 counter in digital clock is implemented by using two cascading counters:

### Mod-6, Mod-10

In NOR gate based S-R latch if both S and R inputs are set to logic 0, the previous output state is maintained.

True

A Nibble consists of \_\_\_\_\_ bits

4

Excess-8 code assigns \_\_\_\_\_ to “-8”

0000

The voltage gain of the Inverting Amplifier is given by the relation \_\_\_\_\_

$V_{out} / V_{in} = - R_f / R_i$

LUT is acronym for \_\_\_\_\_

Look Up Table

The three fundamental gates are \_\_\_\_\_

NOT, OR, AND

The total amount of memory that is supported by any digital system depends upon \_\_\_\_\_

The size of the address bus of the microprocessor

Stack is an acronym for \_\_\_\_\_

LIFO memory

Addition of two octal numbers “36” and “71” results in \_\_\_\_\_

127

\_\_\_\_\_ is one of the examples of synchronous inputs.

J-K input

\_\_\_\_\_ occurs when the same clock signal arrives at different times at different clock inputs due to propagation delay.

## Clock Skew

In a state diagram, the transition from a current state to the next state is determined by

## Current state and the inputs

\_\_\_\_\_ is used to simplify the circuit that determines the next state.

## State assignment

Assume that a 4-bit serial in/serial out shift register is initially clear. We wish to store the nibble 1100. What will be the 4-bit pattern after the second clock pulse? (Right-most bit first.)

## 0000

The operation of J-K flip-flop is similar to that of the SR flip-flop except that the J-K flip-flop \_\_\_\_\_

## Doesn't have an invalid state

A multiplexer with a register circuit converts \_\_\_\_\_

## Parallel data to serial

GAL is essentially a \_\_\_\_\_.

## Reprogrammable PAL

in \_\_\_\_\_, all the columns in the same row are either read or written.

## FAST Mode Page Access

In order to synchronize two devices that consume and produce data at different rates, we can use \_\_\_\_\_

## Fist In First Out Memory

A flip-flop changes its state when \_\_\_\_\_

## Low-to-high transition of clock

A frequency counter \_\_\_\_\_

Counts no. of clock pulses in 1 second

In a sequential circuit the next state is determined by \_\_\_\_\_ and \_\_\_\_\_

Input and clock signal applied

Flip flops are also called \_\_\_\_\_

Bi-stable multivibrators

Given the state diagram of an up/down counter, we can find \_\_\_\_\_

The next state of a given present state

A Nibble consists of \_\_\_\_\_ bits

4

The output of this circuit is always \_\_\_\_\_.

1

A logic circuit with an output  $X = ABC + AB$  consists of \_\_\_\_\_.

two AND gates, one OR gate, two inverters

The diagram given below represents \_\_\_\_\_

Sum of product form

The voltage gain of the Inverting Amplifier is given by the relation \_\_\_\_\_

$$V_{out} / V_{in} = - R_f / R_i$$

DRAM stands for \_\_\_\_\_

Dynamic RAM

The three fundamental gates are \_\_\_\_\_

## NOT, OR, AND

Which of the following statement is true regarding above block diagram?

Triggering can take place anytime during the HIGH level of the CLK waveform

The expression  $F=A+B+C$  describes the operation of three bits \_\_\_\_\_ Gate.

## OR

Addition of two octal numbers “36” and “71” results in \_\_\_\_\_

## 127

The ANSI/IEEE Standard 754 defines a \_\_\_\_\_ Single-Precision Floating Point format for binary numbers.

## 32-bit

The decimal “17” in BCD will be represented as \_\_\_\_\_

## 10111

The output of the expression  $F=A.B.C$  will be Logic \_\_\_\_\_ when  $A=1$ ,  $B=0$ ,  $C=1$ .

## Zero

\_\_\_\_\_ is invalid number of cells in a single group formed by the adjacent cells in K-map

## 12

The PROM consists of a fixed non-programmable \_\_\_\_\_ Gate array configured as a decoder.

## AND

\_\_\_\_\_ is one of the examples of asynchronous inputs. ?

## J-K input

Consider an up/down counter that counts between 0 and 15, if external input(X) is “0” the counter counts upward (0000 to 1111) and if external input (X) is “1” the counter counts downward (1111 to 0000), now suppose that the present state is “1100” and X=1, the next state of the counter will be \_\_\_\_\_.

1101 (not sure)

In a state diagram, the transition from a current state to the next state is determined by

Current state and the inputs

\_\_\_\_\_ is used to minimize the possible no. of states of a circuit.

State assignment

The best state assignment tends to \_\_\_\_\_.

Maximizes the number of state variables that don't change in a group of related states

5-bit Johnson counter sequences through \_\_\_\_ states

10

The address from which the data is read, is provided by \_\_\_\_\_

Microprocessor

FIFO is an acronym for \_\_\_\_\_

First In, First Out

The voltage gain of the Inverting Amplifier is given by the relation \_\_\_\_\_

$V_{out} / V_{in} = - R_f / R_i$

\_\_\_\_\_ of a D/A converter is determined by comparing the actual output of a D/A converter with the expected output.

Accuracy

Above is the circuit diagram of \_\_\_\_\_.

Asynchronous up-counter

The sequence of states that are implemented by a n-bit Johnson counter is

$2n$  (n multiplied by 2)

"A + B = B + A" is \_\_\_\_\_

Commutative Law

Following is standard POS expression

True

An alternate method of implementing Comparators which allows the Comparators to be easily cascaded without the need for extra logic gates is \_\_\_\_\_

Using Iterative Circuit based Comparators

DE multiplexer is also called

Data distributor

A flip-flop is connected to +5 volts and it draws 5 mA of current during its operation, the power dissipation of the flip-flop is

25 mW

\_\_\_\_\_ Counters as the name indicates are not triggered simultaneously.

Asynchronous

In a state diagram, the transition from a current state to the next state is determined by

Current state and the inputs

A synchronous decade counter will have \_\_\_\_\_ flip-flops

4

The alternate solution for a demultiplexer-register combination circuit is

Serial in / Parallel out shift register

The 4-bit 2's complement representation of "+5" is \_\_\_\_\_

0101

The storage cell in SRAM is

a capacitor

What is the difference between a D latch and a D flip-flop?

The D flip-flop has a clock input.

For a positive edge-triggered J-K flip-flop with both J and K HIGH, the outputs will \_\_\_\_\_ if the clock goes HIGH.

toggle

The OR gate performs Boolean \_\_\_\_\_.

addition

If an S-R latch has a 1 on the S input and a 0 on the R input and then the S input goes to 0, the latch will be

set

The power dissipation, PD, of a logic gate is the product of the

dc supply voltage and the peak current

A Karnaugh map is similar to a truth table because it presents all the possible values of input variables and the resulting output of each value.

True

NOR Gate can be used to perform the operation of AND, OR and NOT Gate

True

Using multiplexer as parallel to serial converter requires \_\_\_\_\_ connected to the multiplexer

A parallel to serial converter circuit

The 3-variable Karnaugh Map (K-Map) has \_\_\_\_\_ cells for min or max terms

8

In designing any counter the transition from a current state to the next state is determined by

Current state and inputs

Sum term (Max term) is implemented using \_\_\_\_\_ gates

OR

AT T0 THE VALUE STORED IN A 4-BIT LEFT SHIFT WAS "1". WHAT WILL

BE THE VALUE OF REGISTER AFTER THREE CLOCK PULSES?

8 (not sure)

If  $S=1$  and  $R=0$ , then  $Q(t+1) = \underline{\hspace{2cm}}$  for positive edge triggered flip-flop

1

If  $S=1$  and  $R=1$ , then  $Q(t+1) = \underline{\hspace{2cm}}$  for negative edge triggered flip-flop

Invalid

We have a digital circuit. Different parts of circuit operate at different clock frequencies (4MHZ, 2MHZ and 1MHZ), but we have a single clock source having a fix clock frequency (4MHZ), we can get help by \_\_\_\_\_

J-K flip-flop

In \_\_\_\_\_ Q output of the last flip-flop of the shift register is connected to the data input of the first flipflop of the shift register.

### Ring counter

The \_\_\_\_\_ of a ROM is the time it takes for the data to appear at the Data Output of the ROM chip after an address is applied at the address input lines

### Access Time

Bi-stable devices remain in either of their \_\_\_\_\_ states unless the inputs force the device to switch its state

### Two

A counter is implemented using three (3) flip-flops, possibly it will have \_\_\_\_\_ maximum output status.

### 8

A full-adder has a  $C_{in} = 0$ . What are the sum (<PRIVATE "TYPE=PICT;ALT=sigma"> ) and the carry( $C_{out}$ ) when  $A = 1$  and  $B = 1$ ?

= 0,  $C_{out} = 1$

THE GLITCHES DUE TO RACE CONDITION CAN BE AVOIDED BY USING  
A \_\_\_\_\_

### NEGATIVE-EDGE TRIGGERED FLIP-FLOPS

The design and implementation of synchronous counters start from \_\_\_\_\_

state diagram

THE HOURS COUNTER IS IMPLEMENTED USING \_\_\_\_\_

### A SINGLE DECADE COUNTER AND A FLIP-FLOP

The high density FLASH memory cell is implemented using \_\_\_\_\_

1 floating-gate MOS transistor

Q2 := Q1 OR X OR Q3 The above ABEL expression will be

Q2 := Q1 # X # Q3

When the control line in tri-state buffer is high the buffer operates like a \_\_\_\_\_ gate

NOT

The output of an AND gate is one when \_\_\_\_\_

All of the inputs are one

The binary numbers A = 1100 and B = 1001 are applied to the inputs of a comparator. What are the output levels?

A > B = 1, A < B = 0, A = B = 0

The diagram above shows the general implementation of \_\_\_\_\_ form

POS

The device shown here is most likely a

Multiplexer

DE multiplexer converts \_\_\_\_\_ data to \_\_\_\_\_ data

Serial data, parallel data

If S=1 and R=0, then  $Q(t+1) =$  \_\_\_\_\_ for positive edge triggered flip-flop

1

If S=1 and R=1, then  $Q(t+1) =$  \_\_\_\_\_ for negative edge triggered flip-flop

Invalid

In asynchronous digital systems all the circuits change their state with respect to a common clock

False

A flip-flop is connected to +5 volts and it draws 5 mA of current during its operation, the power dissipation of the flip-flop is

25 mW

A divide-by-50 counter divides the input \_\_\_\_\_ signal to a 1 Hz signal.

50 Hz

The design and implementation of synchronous counters start from \_\_\_\_\_

state diagram

The capability that allows the PLDs to be programmed after they have been installed on a circuit board is called \_\_\_\_\_

In-System Programming (ISP)

Following is the circuit diagram of mono-stable device which gate will be replaced by the red colored rectangle in the circuit.

XNOR

In \_\_\_\_\_ outputs depend only on the combination of current state and inputs.

Mealy machine

In the following statement Z PIN 20 ISTYPE „reg.invert“;

Active-low Registered Mode output

A Nibble consists of \_\_\_\_\_ bits

4

A bidirectional 4-bit shift register is storing the nibble 1110. Its input is LOW. The nibble 0111 is waiting to be entered on the serial data-input line. After two clock pulses, the shift register is storing \_\_\_\_\_.

1001

In order to synchronize two devices that consume and produce data at different rates, we can use \_\_\_\_\_

**Fist In First Out Memory**

If the FIFO Memory output is already filled with data then \_\_\_\_\_

**None of given options**

The process of converting the analogue signal into a digital representation (code) is known as \_\_\_\_\_

**Quantization**

$Q2 := Q1 \text{ OR } X \text{ OR } Q3$  The above ABEL expression will be

**$Q2 := Q1 \# X \# Q3$**

The simplest and most commonly used Decoders are the \_\_\_\_\_ Decoders

**n to  $2^n$**

In \_\_\_\_\_ the output of the last flip-flop of the shift register is connected to the data input of the first flipflop. ?

**Johnson counter**

Which is not characteristic of a shift register?

**Serial in/parallel in**

NOR Gate can be used to perform the operation of AND, OR and NOT Gate

**TRUE**

The output of an XNOR gate is 1 when \_\_\_\_\_ I) All the inputs are zero II) Any of the inputs is zero III) Any of the inputs is one IV) All the inputs are one

**II and III only**

NAND gate is formed by connecting \_\_\_\_\_

## AND Gate and then NOT Gate

Consider  $A=1, B=0, C=1$ . A, B and C represent the input of three bit NAND gate the output of the NAND gate will be \_\_\_\_\_

One

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CS302 quiz 2

#mcqsfinalterm

Question # 2 of 10 ( Start time: 09:43:24 PM ) Total Marks: 1

A 4-bit binary up/down counter is in the binary state of zero. The next state in the DOWN mode is:

Select correct option:

0001

1000

1110

1111

Question # 3 of 10 ( Start time: 09:43:53 PM ) Total Marks: 1

In moore machine the output depends on

Select correct option:

the current state and the output of previous flip flop

only inputs

the current state

the current state and inputs

Question # 4 of 10 ( Start time: 09:44:05 PM ) Total Marks: 1

In designing any counter the transition from a current state to the next state is determined by

Select correct option:

Current state and inputs

Only inputs

Only current state

current state and outputs

Question # 5 of 10 ( Start time: 09:44:33 PM ) Total Marks: 1

A divide-by-10 Johnson counter requires

Select correct option:

ten flip-flops

four flip-flops

five flip-flops

twelve flip-flops

Question # 6 of 10 ( Start time: 09:44:46 PM ) Total Marks: 1

Number of states in an 8-bit Johnson counter sequence are:

Select correct option:

8

12

14

16

Question # 7 of 10 ( Start time: 09:45:20 PM ) Total Marks: 1

In a 4-bit binary counter, the next state after the terminal count in the DOWN mode is \_\_\_\_\_

Select correct option:

0000

1111

0001

10000

Question # 8 of 10 ( Start time: 09:45:44 PM ) Total Marks: 1

Divide-by-32 counter can be achieved by using

Select correct option:

Flip-Flop and DIV 10

Flip-Flop and DIV 16

Flip-Flop and DIV 32

DIV 16 and DIV 32

Question # 9 of 10 ( Start time: 09:46:53 PM ) Total Marks: 1

A 4-bit binary up/down counter is in the binary state of zero. The next state in the UP mode is

Select correct option:

0001

1000

1110

1111

Question # 10 of 10 ( Start time: 09:47:16 PM ) Total Marks: 1

Three cascaded modulus-10 counters have an overall modulus of

Select correct option:

30

100

1000

10000

**1. The outputs of SR latches in elevator state machine are feed back to the \_\_\_\_\_ gate array for connection to the D-flipflops.**

1. NOT
- 2. AND**
3. OR
4. XOR

2. The NOR logic gate is the same as the operation of the \_\_\_\_\_ gate with an inverter connected to the output.

1. AND
2. **NAND**
3. OR
4. NOT

3. The AND Gate performs a logical \_\_\_\_\_ function.

1. Addition
2. Substraction
3. Multiplication
4. **Division**

4. The **CONSTATE.CLK = Clock** is used to indicate that the \_\_\_\_\_ state variables change on a clock transition.

1. **CONSTATE**
2. FLOOR
3. MOTION
4. OPEN

5. Which signal must remain valid in memory write cycle after data is applied at the data input lines and must remain valid for a minimum time duration  $t_{WD}$ ?

1.  $\overline{CS}$
2.  **$\overline{WE}$**
3. W
4. OE

6. The terminal count of a 4-bit binary counter in the UP mode is \_\_\_\_\_.

1. **1100**
2. 0011
3. 1111
4. 0000

7. The next state table for REQ1, FLOOR1 and OPEN inputs indicates that the \_\_\_\_\_ can be pressed at any time either on the first floor or the second floor in elevator.

1. REQ0
2. OPEN
- 3. REQ1**
4. FLOOR1

8. Why demultiplexer is called a data distributor?

1. The input will be distributed to one of the outputs
2. The input will be selected for the output
3. The output will be distributed to one of the inputs
- 4. Single input to Single Output**

9. A 4-bit binary up/down counter is in the binary state of zero. The next state in the DOWN mode is:

1. 0001
2. 1000
3. 1110
- 4. 1111**

10. For a down counter that counts from (111 to 000), if current state is "101" the next state will be \_\_\_\_\_.

1. 111
2. 110
3. 010
- 4. None of the given**

11. PALs tend to execute \_\_\_\_\_ logic.

1. SPD
- 2. SOP**

3. SAC
4. SAP

**12. The domain of the expression  $AB'CD + AB' + C'D + B$  is**

1. A and D
2. B only
- 3. A, B, C and D**
4. None of the given

**13. If two numbers in BCD representation generate an invalid BCD number then the binary \_\_\_\_\_ is added to the result.**

- 1. 1001**
2. 0110
3. 1111
4. 1100

**14. \_\_\_\_\_ is used when the output is connected back to the input of the PAL or if the output pin is used as an input only.**

1. Combinational Input/Output
2. Combinational Output
- 3. Combinational Input**
4. Programmable polarity

**15. In the keyboard encoder, how many times per second does the ring counter scan the key board?**

1. 600 scans/second
2. 625 scans/second
- 3. 650 scans/second**
4. 700 scans/second

**16. Which of the following is a volatile memory?**

1. PROM
- 2. DRAM**
3. EPROM

4. EEPROM

**17. Subtractors also have output to check if 1 has been \_\_\_\_\_.**

- 1. Primed**
2. Shifted
3. Complemented
4. Borrowed

**18. Demorgan's two theorems prove the equivalency of the NAND and \_\_\_\_\_ gates and the NOR and \_\_\_\_\_ gates respectively.**

- 1. Negative-OR, Negative-AND**
2. Negative-AND, Positive-OR
3. Positive-OR, Negative-AND
4. Positive-OR, Positive-AND

**19. Which of the following Output Equations determines the output of the State Machine?**

1.  $MIN = Q_0Q_1$
- 2.  $MAX = Q_0Q_1EN$**
3.  $MIN = Q_0Q_1EN$
4.  $MAX = Q_1EN$

**20. The S-R latch has two inputs, therefore \_\_\_\_\_ different combinations of inputs can be applied to control the operation of the S-R latch.**

1. two
- 2. four**
3. eight
4. sixteen

**21. The output of a NAND gate is \_\_\_\_\_ when all the inputs are one.**

- 1. Zero**
2. One

3. Available
4. Not available

**22. A NOR based S-R latch is implemented using \_\_\_\_\_ gates instead of \_\_\_\_\_ gates.**

1. XOR, NAND
2. NOR, XOR
- 3. NOR, NAND**
4. OR, XOR

**23. The Test Vector definition defines the test vectors for all the three counter inputs and \_\_\_\_\_ counter output/outputs.**

1. One
2. Two
- 3. Three**
4. Four

**24. The normal data inputs to a flip-flop (D, S and R, J and K, T) are referred to as \_\_\_\_\_ inputs.**

1. Sequential
2. Asynchronous
- 3. Synchronous**
4. Combinational

**25. The FAST Model Page Access allows \_\_\_\_\_ memory read and access times when reading successive data values stored in consecutive locations on the same row.**

1. Slow
- 2. Faster**
3. Medium
4. Modern

**26. UVERPROM is stands for**

1. Ultra-Variant
2. Ultra-Vibrant

**3. Ultra-Violet**

4. Ultra-Visible

**27. Consider  $A=1$ ,  $B=0$ ,  $C=1$ . A, B and C represent the input of three bit NAND gate, the output of the NAND gate will be \_\_\_\_\_.**

1. Zero
- 2. One**
3. Undefined
4. No output as input is invalid

**28. Two signals \_\_\_\_\_ and \_\_\_\_\_ provide the timing inputs to the State Machine.**

1. NSSR and EWSR
2. LTIME and STIME
- 3. PTIME and QTIME**
4. NSGrn and NSYel

**29. An Asynchronous Down-counter is implemented (Using J-K flip-flop) by connecting \_\_\_\_\_.**

- 1. Q output of all flip-flops to clock input of next flip-flops**
2. Q' output of all flip-flops to clock input of next flip-flops
3. Q output of all flip-flops to J input of next flip-flops
4. Q' output of all flip-flops to K input of next flip-flops

**30. PLDs have In-System Programming (ISP) capability that allows the \_\_\_\_\_ to be programmed after they have been installed on a circuit board.**

1. PLAs
2. PALs
- 3. PLDs**
4. EPROM

**31. The \_\_\_\_\_ gate and \_\_\_\_\_ gate implementation connected at the B input of the 4-bit Adder is used to**

**allow Complemented or Un-Complemented B input to be connected to the Adder input.**

1. AND, NOR
2. AND, NOT
3. AND, OR
4. **XOR, NAND**

**32. In case of cascading Integrated Circuit counters, the enable inputs and RCO of the Integrated Circuit counters allow cascading of multiple counters together.**

1. **True**
2. False

**33. You have to choose suitable option when your timer will reset by considering this given code:**

**TRSTATE.CLK = clk;**

**TMRST: = (TRSTATE == NSY2) # (TRSTATE == EWY2);**

1. **NSY2 or EWY2**
2. NSSR or TMRST
3. EWSR or NSRED
4. EWRed or EWYel

**34. The 74HC163 is a 4-bit Synchronous counter, it has \_\_\_\_\_ data output pins.**

1. 2
2. **4**
3. 6
4. 8

**35. When the transmission line is idle in an asynchronous transmission**

1. It is set to logic low
2. **It is set to logic high**
3. It remains in previous state
4. State of transmission line is not used to start transmission

36. For a Standard SOP expression, a \_\_\_\_\_ is placed in the cell corresponding to the product term (Minterm) present in the expression.

1. 0
- 2. 1**
3. x (don't care condition)
4. Any of given option depending on SOP term

37. The Transition table is very similar to the \_\_\_\_\_ table.

1. Truth
- 2. State**
3. Transition
4. None of the given

38. Select the mode of programming in which GAL16V8 can be programmed:

1. Simple Mode
2. Complex Mode
3. Registered Mode
- 4. All of the given**

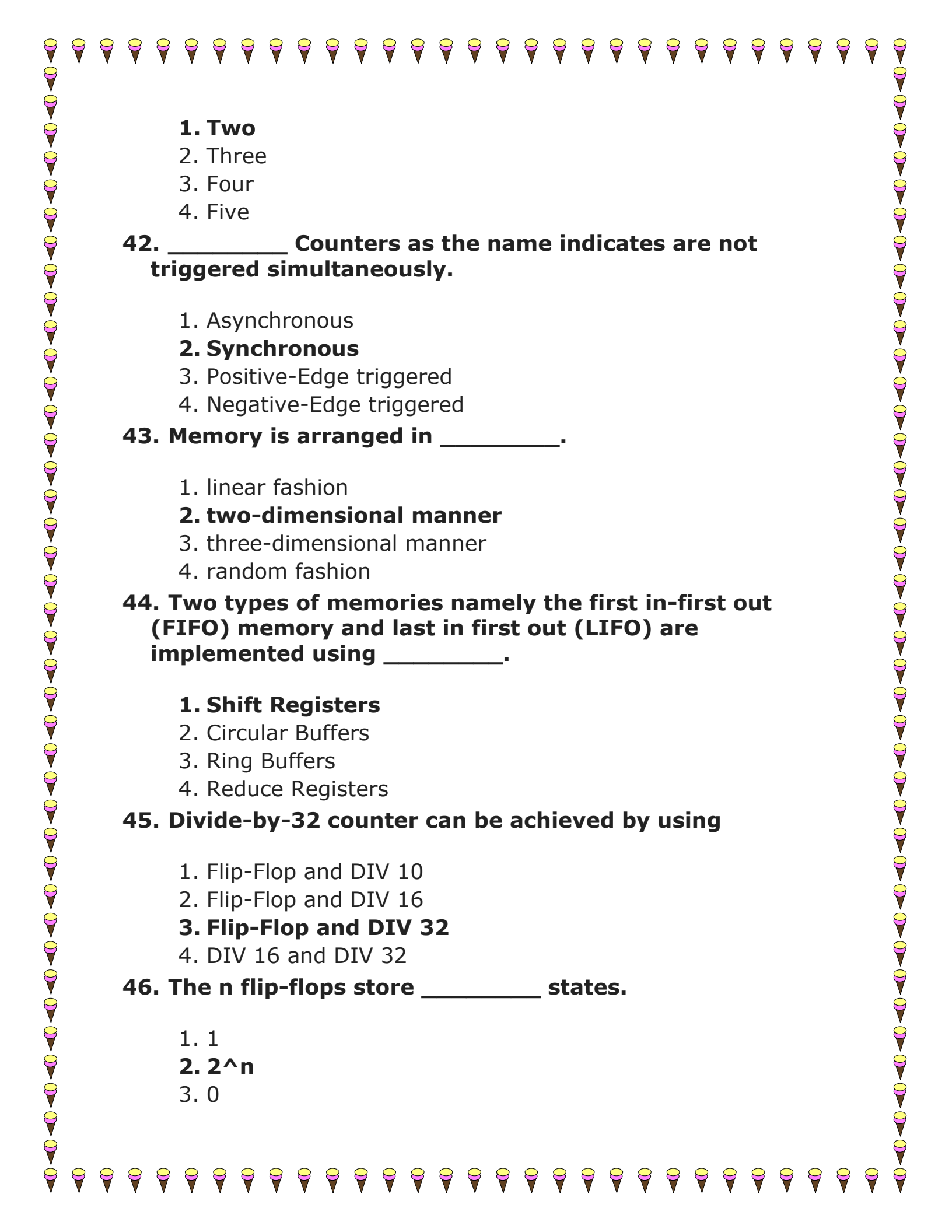
39. The \_\_\_\_\_ input overrides the \_\_\_\_\_ input.

- 1. Asynchronous, synchronous**
2. Synchronous, asynchronous
3. Preset input (PRE), Clear input (CLR)
4. Clear input (CLR), Preset input (PRE)

40. Implementing the Adjacent 1s detector circuit directly from the function table based on the SOP form requires \_\_\_\_\_ gates for the 8 product terms (minterms) with an 8-input OR gate.

1. 8 OR
- 2. 8 AND**

41. Flash memory Operation are classified into \_\_\_\_\_ different operation.

- 
- 1. Two**
  2. Three
  3. Four
  4. Five

**42. \_\_\_\_\_ Counters as the name indicates are not triggered simultaneously.**

1. Asynchronous
- 2. Synchronous**
3. Positive-Edge triggered
4. Negative-Edge triggered

**43. Memory is arranged in \_\_\_\_\_.**

1. linear fashion
- 2. two-dimensional manner**
3. three-dimensional manner
4. random fashion

**44. Two types of memories namely the first in-first out (FIFO) memory and last in first out (LIFO) are implemented using \_\_\_\_\_.**

- 1. Shift Registers**
2. Circular Buffers
3. Ring Buffers
4. Reduce Registers

**45. Divide-by-32 counter can be achieved by using**

1. Flip-Flop and DIV 10
2. Flip-Flop and DIV 16
- 3. Flip-Flop and DIV 32**
4. DIV 16 and DIV 32

**46. The n flip-flops store \_\_\_\_\_ states.**

1. 1
- 2.  $2^n$**
3. 0

4.  $2^{(n+1)}$

**47. In distributed mode, for a 1024 x 1024 DRAM memory and a refresh cycle of 8 msec, each of the 1024 rows has to be refreshed in \_\_\_\_\_ when Distributed refresh is used.**

1. 4.8 microsec
2. 5.9 microsec
- 3. 7.8 microsec**
4. 5.5 microsec

**48. The Static Ram (SRAM) is non-volatile and is not a \_\_\_\_\_ density memory as a latch is required to store a single bit of information.**

1. Low
- 2. High**
3. Medium
4. Hot

**49. A SOP expression can be implemented by an \_\_\_\_\_ combination of gates.**

1. OR-XOR
2. AND-NAND
- 3. AND-OR**
4. XOR-NOR

**50. In NAND based S-R latch, output of each \_\_\_\_\_ gate is connected to the input of the other \_\_\_\_\_ gate.**

1. NOR, NAND
2. NAND, NOR
3. NOR, NOR
- 4. NAND, NAND**

**51. The 64-cell array organized as 8 x 8 cell array is considered**

1. as an 64 byte memory

2. as a 16 byte memory

**3. as an 8 byte memory**

4. as an 4 byte memory

**52. Cin is part of \_\_\_\_\_ Adder.**

1. Half

**2. Full**

3. Single

4. Double

**53. In DRAM read cycle R /W<sup>-</sup> signal is activated to read data which is made available on the \_\_\_\_\_ data line.**

1. D(IN)

**2. D(OUT)**

3. D(AB)

4. D(INT)

**54. The ROM used by a computer is relatively \_\_\_\_\_ as it stores few bytes of code used to Boot the Computer system on power up.**

**1. Small**

2. Large

3. Heavy

4. High

**55. The ABEL Input file can use a \_\_\_\_\_ instead of the equation to specify the Boolean expressions.**

**1. Truth Table**

2. State Diagram

3. Karnaugh Map

4. Logic Circuit

**56. The Synchronous SRAM also has a Burst feature which allows the Synchronous SRAM to read or write up to \_\_\_\_\_ location(s) using a single address.**

1. One

2. Two
3. Three
- 4. Four**

**57. A 3-variable karnaugh map has**

- 1. eight cells**
2. three cells
3. sixteen cells
4. four cells

**58. The maximum value, represented by a single hexadecimal digit is \_\_\_\_\_.**

1. "E"
- 2. "F"**
3. "G"
4. "H"

**59. The Adjacent 1s Detector accepts 4-bit inputs. If \_\_\_\_\_ adjacent 1s are detected in the input, the output is set to high.**

1. 2
2. 4
- 3. 1**
4. 0

**60. Canonical form is a unique way of representing \_\_\_\_\_.**

- 1. SOP**
2. Minterm
3. Boolean Expression
4. POS

**61. Consider the sum of weight method for converting decimal into binary value, \_\_\_\_\_ is the highest weight for 411.**

1. 64

2. 128

**3. 256**

4. 512

**62. GAL can be reprogrammed as instead of fuses E2CMOS logic is used which can be programmed to connect a \_\_\_\_\_ with a \_\_\_\_\_.**

1. column, row

**2. row, column**

3. column, column

4. row, row

**63. Which one flip-flop has an invalid output state?**

1. T

2. JK

**3. SR**

4. D

**64. As data values are written or read from the RAM Stack Pointer Register increments or decrements its contents always pointing to the stack \_\_\_\_\_.**

1. Bottom

**2. Top**

3. Down

4. Vertex

**65. Adding two octal numbers "36" and "71" result in \_\_\_\_\_.**

1. 213

2. 123

**3. 127**

4. 345

**66. If the voltage drop across the active load is 0 volts due to absence of current the comparator output is a \_\_\_\_\_.**

1. 0
- 2. 1**

**67. A multiplexer with a register circuit converts**

1. Serial data to parallel
- 2. Parallel data to serial**
3. Serial data to serial
4. Parallel data to parallel

**68. Implementation of Latch is required almost \_\_\_\_\_ transistor.**

1. Two
2. Four
- 3. Six**
4. Eight

**69. A decade counter can be implemented by truncating the counting sequence of a MOD-20 counter.**

- 1. True**
2. False

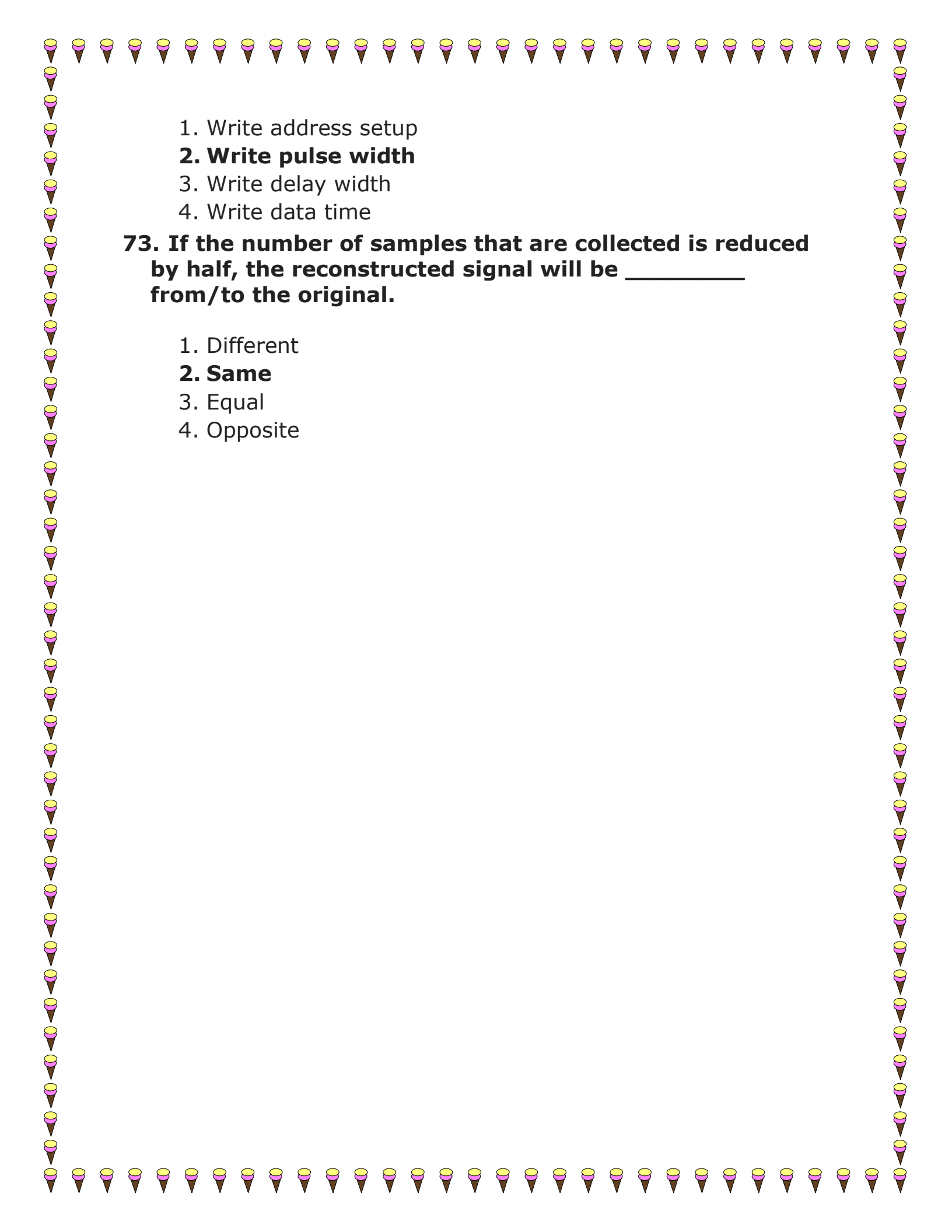
**70. Implementation of the FIFO buffer in \_\_\_\_\_ is usually takes the form of a circular buffer.**

- 1. RAM**
2. ROM
3. PPRM
4. Flash Memory

**71. 8-bit parallel data can be converted into serial data by using \_\_\_\_\_ multiplexer.**

1. 4-to-2
- 2. 8-to-1**
3. 4-to-4
4. 8-to-4

**72. In memory write cycle, the time for which the WE signal remains active is known as the \_\_\_\_\_.**

- 
1. Write address setup
  - 2. Write pulse width**
  3. Write delay width
  4. Write data time

**73. If the number of samples that are collected is reduced by half, the reconstructed signal will be \_\_\_\_\_ from/to the original.**

1. Different
- 2. Same**
3. Equal
4. Opposite

*Divide-by-32 counter can be achieved by using  
Select correct option:*

- Flip-Flop and DIV 10*
- Flip-Flop and DIV 16\_***
- Flip-Flop and DIV 32*
- DIV 16 and DIV 32*

***Question # 2 of 10 ( Start time: 03:05:20 PM ) Total Marks:  
1***

*The counter states or the range of numbers of a counter is  
determined by the formula. ("n" represents the total number of flip-  
flops)*

*Select correct option:*

- (n raise to power 2)*
- (n raise to power 2 and then minus 1)*
- (2 raise to power n)***
- (2 raise to power n and then minus 1)*

**Question # 3 of 10 ( Start time: 03:06:36 PM ) Total Marks: 1**

A 4- bit UP/DOWN counter is in DOWN mode and in the 1010 state. on the next clock pulse, to what state does the counter go?

Select correct option:

**1001**

1011

0011

1100

**Question # 4 of 10 ( Start time: 03:07:37 PM ) Total Marks: 1**

A 4-bit binary UP/DOWN counter is in the binary state zero. the next state in the DOWN mode is \_\_\_\_\_

Select correct option:

0001

**1111**

1000

1110

**Question # 5 of 10 ( Start time: 03:09:04 PM ) Total Marks: 1**

Divide-by-160 counter is acheived by using

Select correct option:

Flip-Flop and DIV 10

Flip-Flop and DIV 16

DIV 16 and DIV 32

**DIV 16 and DIV 10**

**Question # 6 of 10 ( Start time: 03:10:01 PM ) Total Marks: 1**

A counter is implemented using three (3) flip-flops, possibly it will

have \_\_\_\_\_ maximum output status.  
Select correct option:

- 3
- 7
- 8**
- 15

**Question # 7 of 10 ( Start time: 03:10:49 PM ) Total Marks: 1**

RCO stands for \_\_\_\_\_  
Select correct option:

- Reconfiguration Counter Output
- Ripple Counter Output
- Reconfiguration Clock Output
- Ripple Clock Output**

**Question # 8 of 10 ( Start time: 03:11:38 PM ) Total Marks: 1**

\_\_\_\_\_ occurs when the same clock signal arrives at different times at different clock inputs due to propagation delay.  
Select correct option:

- Race condition**
- Clock Skew
- Ripple Effect
- None of given options

**Question # 9 of 10 ( Start time: 03:12:20 PM ) Total Marks: 1**

For a down counter that counts from (111 to 000), if current state is "101" the next state will be \_\_\_\_\_  
Select correct option:

111  
110  
010

**none of given options**

**Question # 10 of 10 ( Start time: 03:13:03 PM ) Total Marks: 1**

*A Divide-by-20 counter can be achieved by using  
Select correct option:*

**Flip-Flop and DIV 10**

*Flip-Flop and DIV 16*

*Flip-Flop and DIV 32*

*Div 10 and DIV 16*

**Q : Ripple Clock Output**

**The 74HC163 is a 4-bit**

**Synchronous Counter.it has.....data output pins**

*Select correct option:*

2  
**4**  
6  
8

**Q : \_\_\_\_\_ Counters as the name indicates are not triggered simultaneously.**

*Select correct option:*

**Asynchronous**

*Synchronous*

*Positive-Edge triggered*

*Negative-Edge triggered*

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**Q : A counter is implemented using three (3) flip-flops, possibly it will have \_\_\_\_\_ maximum output status.**

Select correct option:

3

7

**8**

15

**Q : Design of state diagram is one of many steps used to design**

Select correct option:

a clock

a truncated counter

an UP/DOWN counter

**any counter**

**Q : A synchronous decade counter will have \_\_\_\_\_ flip-flops.**

Select correct option:

3

**4**

7

10

**Q : Karnaugh map is used in designing.**

Select correct option:

a clock

a counter

an UP/DOWN counter

**All of the above**

**Q : \_\_\_\_\_ is said to occur when multiple internal variables change due to change in one input variable**

Select correct option:

Hold and Wait

Clock Skew

**Race condition**

Hold delay

**Q : An Astable multivibrator is known as a(n) \_\_\_\_\_**

Select correct option:

**Oscillator**

Booster

One-shot

Dual-shot

**Q: \_\_\_\_\_ occurs when the same clock signal arrives at different times at different clock inputs due to propagation delay.**

Select correct option:

Race condition

**Clock Skew**

Ripple Effect

None of given options

**Q: The glitches due to "Race Condition" can be avoided by using a \_\_\_\_\_**

Select correct option:

Gated flip-flops

Pulse triggered flip-flops  
Positive-Edge triggered flip-flops  
**Negative-Edge triggered flip-flops**

**Q: In case of cascading Integrated Circuit counters, the enable inputs and RCO of the Integrated Circuit counters allow cascading of multiple counters together**

Select correct option:

**True**

False

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**Quiz:** A flip-flop is presently in SET state and must remain SET on the next clock pulse. What must J and K be?

Select correct option:

$J = 1, K = 0$

**$J = 1, K = X(\text{Don't care})$**

$J = X(\text{Don't care}), K = 0$

$J = 0, K = X(\text{Don't care})$

**Q: The Synchronous counters are also known as Ripple Counters:**

Select correct option:

True

False

**Q: A decade counter can be implemented by truncating the counting sequence of a MOD-20 counter.**

Select correct option:

**True**

False

**Quiz:** The terminal count of a 4-bit binary counter in the DOWN mode is \_\_\_\_\_

Select correct option:

**0000**

0011

1100

1111

**Quiz:** An Asynchronous Down-counter is implemented (Using J-K flip-flop) by connecting \_\_\_\_\_

Select correct option:

Q output of all flip-flops to clock input of next flip-flops

**Q' output of all flip-flops to clock input of next flip-flops**

Q output of all flip-flops to J input of next flip-flops

Q' output of all flip-flops to K input of next flip-flops

the terminal count of a modulus-13 binary counter is

Select correct option:

0000

1111

**1101**

1100

**Quiz:** A decade counter can be implemented by truncating the counting sequence of a MOD-20 counter.

Select correct option:

**True**

False

**Quiz:** A 4- bit UP/DOWN counter is in DOWN mode and in the 1010 state. on the next clock pulse, to what state does the counter go?  
Select correct option:

- 1001**
- 1011
- 0011
- 1100

**Quiz:** Design of state diagram is one of many steps used to design  
Select correct option:

- a clock
- a truncated counter
- an UP/DOWN counter
- any counter**

**Quiz:** An Astable multivibrator is known as a(n) \_\_\_\_\_  
Select correct option:

- Oscillator**
- Booster
- One-shot
- Dual-shot

**Quiz:** The glitches due to "Race Condition" can be avoided by using a \_\_\_\_\_  
Select correct option:

- Gated flip-flops
- Pulse triggered flip-flops
- Positive-Edge triggered flip-flops
- Negative-Edge triggered flip-flops**

**Quiz:** A decade counter is \_\_\_\_\_  
Select correct option:

Mod-3 counter

Mod-5 counter

Mod-8 counter

**Mod-10 counter**

Question # 1 of 10 ( Start time: 03:40:29 PM ) Total Marks: 1  
The terminal count of a 4-bit binary counter in the DOWN mode  
is \_\_\_\_\_

Select correct option:

**0000**

0011

1100

1111

Question # 2 of 10 ( Start time: 03:40:50 PM ) Total Marks: 1  
The Synchronous counters are also known as Ripple Counters:

Select correct option:

True

**False**

Question # 3 of 10 ( Start time: 03:41:08 PM ) Total Marks: 1  
\_\_\_\_\_ occurs when the same clock signal arrives at different  
times at different clock inputs due to propagation delay.

Select correct option:

Race condition

**Clock Skew**

Ripple Effect

None of given options

Question # 4 of 10 ( Start time: 03:41:27 PM ) Total Marks: 1  
Divide-by-160 counter is achieved by using

Select correct option:

Flip-Flop and DIV 10

Flip-Flop and DIV 16

DIV 16 and DIV 32

**DIV 16 and DIV 10**

Question # 5 of 10 ( Start time: 03:41:44 PM ) Total Marks: 1

Design of state diagram is one of many steps used to design

Select correct option:

a clock

a truncated counter

an UP/DOWN counter

**any counter**

Question # 6 of 10 ( Start time: 03:42:01 PM ) Total Marks: 1

In a 4-bit binary counter, the next state after the terminal count in the DOWN mode is \_\_\_\_\_

Select correct option:

0000

**1111**

0001

10000

**The 74HC163 is a 4-bit**

**Synchronous Counter.it has.....data output pins**

Select correct option:

2

**4**

6

8

**Q : \_\_\_\_\_ Counters as the name indicates are not triggered simultaneously.**

Select correct option:

**Asynchronous**

Synchronous

Positive-Edge triggered

Negative-Edge triggered

[vuhelp.pk](http://vuhelp.pk)

**Q : A counter is implemented using three (3) flip-flops, possibly it will have \_\_\_\_\_ maximum output status.**

Select correct option:

3

7

**8**

15

**Q : Design of state diagram is one of many steps used to design**

Select correct option:

a clock

a truncated counter

an UP/DOWN counter

**any counter**

**Q : A synchronous decade counter will have \_\_\_\_\_ flip-flops.**

Select correct option:

3

4  
7  
10

**Q : Karnaugh map is used in designing.**

Select correct option:

a clock  
a counter  
an UP/DOWN counter  
**All of the above**

**Q : \_\_\_\_\_ is said to occur when multiple internal variables change due to change in one input variable**

Select correct option:

Hold and Wait  
Clock Skew  
**Race condition**  
Hold delay

**Q : Three cascaded modulus-10 counters have an overall modulus of**

Select correct option:

30  
100  
1000  
10000

**Q : An Astable multivibrator is known as a(n) \_\_\_\_\_**

Select correct option:

**Oscillator**

Booster  
One-shot  
Dual-shot

**Q: \_\_\_\_\_ occurs when the same clock signal arrives at different times at different clock inputs due to propagation delay.**

Select correct option:

Race condition  
**Clock Skew**  
Ripple Effect  
None of given options

**Q: The glitches due to "Race Condition" can be avoided by using a \_\_\_\_\_**

Select correct option:

Gated flip-flops  
Pulse triggered flip-flops  
Positive-Edge triggered flip-flops  
**Negative-Edge triggered flip-flops**

**Q: In case of cascading Integrated Circuit counters, the enable inputs and RCO of the Integrated Circuit counters allow cascading of multiple counters together**

Select correct option:

**True**  
False

[vuhelp.pk](http://vuhelp.pk)

**Quiz:** A flip-flop is presently in SET state and must remain SET on the next clock pulse. What must J and K be?

Select correct option:

$J = 1, K = 0$

**$J = 1, K = X(\text{Don't care})$**

$J = X(\text{Don't care}), K = 0$

$J = 0, K = X(\text{Don't care})$

**Q:** *The Synchronous counters are also known as Ripple Counters:  
Select correct option:*

True

False

**Q:** *A decade counter can be implemented by truncating the counting sequence of a MOD-20 counter.  
Select correct option:*

**True**

False

**Quiz:** *The terminal count of a 4-bit binary counter in the DOWN mode is \_\_\_\_\_  
Select correct option:*

**0000**

0011

1100

1111

**Quiz:** *An Asynchronous Down-counter is implemented (Using J-K flip-flop) by connecting \_\_\_\_\_  
Select correct option:*

*Q output of all flip-flops to clock input of next flip-flops*

***Q' output of all flip-flops to clock input of next flip-flops***

*Q output of all flip-flops to J input of next flip-flops  
Q' output of all flip-flops to K input of next flip-flops*

*the terminal count of a modulus-13 binary counter is  
Select correct option:*

- 0000*
- 1111*
- 1101***
- 1100*

***Quiz:*** *A decade counter can be implemented by truncating the counting sequence of a MOD-20 counter.  
Select correct option:*

- True***
- False*

***Quiz:*** *A 4- bit UP/DOWN counter is in DOWN mode and in the 1010 state. on the next clock pulse, to what state does the counter go?  
Select correct option:*

- 1001***
- 1011*
- 0011*
- 1100*

***Quiz:*** *Design of state diagram is one of many steps used to design  
Select correct option:*

- a clock*
- a truncated counter*

an UP/DOWN counter  
**any counter**

**Quiz:** An Astable multivibrator is known as a(n) \_\_\_\_\_  
Select correct option:

**Oscillator**

Booster

One-shot

Dual-shot

**Quiz:** The glitches due to "Race Condition" can be avoided by using a \_\_\_\_\_  
Select correct option:

Gated flip-flops

Pulse triggered flip-flops

Positive-Edge triggered flip-flops

**Negative-Edge triggered flip-flops**

**Quiz:** A decade counter is \_\_\_\_\_  
Select correct option:

Mod-3 counter

Mod-5 counter

Mod-8 counter

**Mod-10 counter**

Question # 1 of 10 ( Start time: 03:40:29 PM ) Total Marks: 1  
The terminal count of a 4-bit binary counter in the DOWN mode is \_\_\_\_\_

Select correct option:

**0000**

0011

1100  
1111

Question # 2 of 10 ( Start time: 03:40:50 PM ) Total Marks: 1  
The Synchronous counters are also known as Ripple Counters:  
Select correct option:

True  
**False**

Question # 3 of 10 ( Start time: 03:41:08 PM ) Total Marks: 1  
\_\_\_\_\_ occurs when the same clock signal arrives at different times at different clock inputs due to propagation delay.

Select correct option:  
Race condition  
**Clock Skew**  
Ripple Effect  
None of given options

Question # 4 of 10 ( Start time: 03:41:27 PM ) Total Marks: 1  
Divide-by-160 counter is achieved by using

Select correct option:  
Flip-Flop and DIV 10  
Flip-Flop and DIV 16  
DIV 16 and DIV 32  
**DIV 16 and DIV 10**

Question # 5 of 10 ( Start time: 03:41:44 PM ) Total Marks: 1  
Design of state diagram is one of many steps used to design

Select correct option:  
a clock  
a truncated counter  
an UP/DOWN counter  
**any counter**

Question # 6 of 10 ( Start time: 03:42:01 PM ) Total Marks: 1  
In a 4-bit binary counter, the next state after the terminal count in the DOWN mode is\_\_\_\_\_

Select correct option:

0000

**1111**

0001

10000

Which of the number is not a representative of hexadecimal system

Select correct option :

1234

ABCD

**1001**

DEFH

In case of cascading Integrated Circuit counters, the enable inputs and RCO of the Integrated Circuit counters allow cascading of multiple counters together

Select correct option :

**True**  
False

High level Noise Margins ( VNH ) of CMOS 5 volt series circuits is

\_\_\_\_\_

Select correct option :

0 . 3 V

0 . 5 V

**0 . 9 V**

3 . 3 V

To get the answer " 1 " in Boolean addition of three variables , \_\_\_\_\_

Select correct option :

All three variables must be 1

**One of the variables must be 1**

All three variables must be 0

Any two variables must be 1

The 3 - variable Karnaugh Map ( K- Map ) has \_\_\_\_\_ cells for min or max terms

Select correct option :

4

**8**

12

16

\_\_\_\_\_ is invalid number of cells in a single group formed by the adjacent cells in K - map

Select correct option :

**2**

8

12

16

The boolean expression  $A + B' + C$  is **a sum term**

a literal term  
a product term  
a complemented term

The Binary number 1011 .101 has an Integer part represented by \_\_\_\_\_ and a fraction part \_\_\_\_\_ separated by a decimal point .

Select correct option :

**1011, 101**

101, 1011

101, 1101

10111, 11

Adding two octal numbers " 36 " and " 71 " result in \_\_\_\_\_

Select correct option :

213

123

**127**

345

Adding two octal numbers " 36 " and " 71 " result in \_\_\_\_\_

Select correct option :

213

123

**127**

345

If we multiply " 723 " and " 34 " by representing them in floating point notation i .e . by first , converting them in floating point representation and then multiplying them, the value of mantissa of result will be \_\_\_\_\_

Select correct option :

24 .582

2 . 4582

**24582 not sure**

0 . 24582

NOR Gate can be used to perform the operation of AND, OR and NOT Gate

Select correct option :

**TRUE**

FALSE

The three fundamental gates are

\_\_\_\_\_

Select correct option :

AND, NAND, XOR

OR , AND, NAND

NOT, NOR , XOR

**NOT, OR , AND**

If two numbers in BCD representation generate an invalid BCD number then the binary \_\_\_\_\_ is added to the result

Select correct option :

1001

0110

**1111**

1100

A SOP expression having a domain of 3 variables will have a truth table having \_\_\_\_\_ combinations of inputs and corresponding output values .

Select correct option :

2

4

8

16

In designing any counter the transition from a current state to the next state is determined by

Select correct option :

**Current state and inputs**

Only inputs

Only current state

current state and outputs

The 4 - variable K - Map has \_\_\_\_\_ rows and \_\_\_\_\_ columns of cells .

Select correct option :

2 , 2

2 , 4

4 , 2

**4 , 4**

A standard SOP form has \_\_\_\_\_ terms that have all the variables in the domain of the expression.

**Sum**

A synchronous decade counter will have \_\_\_\_\_ flip - flops

Select correct option :

3

**4**

7

10

.Which one of the following is not a valid rule of Boolean algebra?

(a )  $A + 1 = 1$

**(b )  $A = \bar{A}$**

- (c )  $A \cdot A = A$   
(d )  $A + 0 = A$

How many data select lines are required for selecting eight inputs ?

- 1  
2  
**3**  
4

If two adjacent 1 s are detected in the input , the output is set to high .  
input combinations will be

- 0011**  
0101  
1100  
1010

**The output of the expression  $F=A \cdot B \cdot C$  will be Logic \_\_\_\_\_ when  $A=1, B=0, C=1$ .**   ▶ Undefined   ▶ One   ▶ **Zero**   ▶ No Output as input is invalid.

CS302 Question No: 5 ( M - 1 ) \_\_\_\_\_ **is invalid number of cells in a single group formed by the adjacent cells in K-map.**

- ▶ 2   ▶ 8  
▶ **12**   ▶ 16

CS302 Question No: 6 ( M - 1 ) **The PROM consists of a fixed non-programmable \_\_\_\_\_ Gate array configured as a decoder.**   ▶ **AND**   ▶ OR   ▶ NOT   ▶ XOR

CS302 Question No: 7 ( M - 1 ) \_\_\_\_\_ **is one of the examples of synchronous inputs.**

- ▶ J-K input  
▶ EN input  
▶ Preset input (PRE)  
▶ Clear Input (CLR)

The 4 - variable Karnaugh Map (K - Map )  
has \_\_\_\_\_ rows and \_\_\_\_\_ columns

2 , 2

**4 , 4**

4 , 2

2 , 4

the boolean expression  $AB'CD$  'is  
a sumterm

**a product term**

a literal term

always 1

Don' t care conditions are marked as  
\_\_\_\_\_ in the output column of  
the function table

0

1

**X**

None of the given options

An example of SOP expression is

$A + B(C + D)$

$A'B + AC' + AB'C$

$(A' + B + C)(A + B' + C)$

**both ( a ) and ( b )**

In a 4 - bit binary counter , the next  
state after the terminal count in the  
DOWN mode is \_\_\_\_\_

Select correct option :

0000

**1111**

0001  
10000

A SOP expression having a domain of 3 variables will have a truth table having \_\_\_\_\_ combinations of inputs and corresponding output values .

Select correct option :

**2**

4

8

16

The OR Gate performs a Boolean \_\_\_\_\_ function

Select correct option :

**Addition**

Subtraction

Multiplication

Division

Sum term ( Max term ) is implemented using \_\_\_\_\_ gates

Select correct option :

**OR**

AND

NOT

OR - AND

**Above is the circuit diagram of \_\_\_\_\_.**

up-counter

- ▶ Asynchronous down-counter
- ▶ Synchronous up-counter
- ▶ Synchronous down-counter

▶ Asynchronous

CS302 Question No: 26 ( M - 1 ) **The sequence of states that are implemented by a n-bit Johnson counter is**

►  $n+2$  (n plus 2)    ►  $2n$  (n multiplied by 2)    ►  $2n$  (2 raise to power n)    ►  $n^2$  (n raise to power 2)

The number " 1259 " may belong to \_\_\_\_\_ number system .

Select correct option :

Binary number system

Octal or Decimal system .

Decimal or Hexadecimal system

**Binary or Hexadecimal system**

" 1101 " in signed representation is equivalent to \_\_\_\_\_

Select correct option :

10

**13**

- 10

- 5

TTL based devices work with a dc supply of \_\_\_\_\_ Volts

Select correct option :

+ 10

**+ 5**

+ 3

3 . 3

In decimal value " 275 " the weight of the digit " 7 " is \_\_\_\_\_

Select correct option :

0

1

**10**

100

The decimal " 10 " will have an octal equivalent \_\_\_\_\_

Select correct option :

9

10

11

**12**

Caveman number system is Base \_\_\_\_\_ number system

Select correct option :

2

**5**

10

16

The terminal count of a 4 - bit binary counter in the DOWN mode

is\_ \_\_\_\_\_

Select correct option :

**0000**

0011

1100

1111

A divide- by- 10 ring counter requires a minimum of

Select correct option :

**ten flip - flops**

five flip - flops

four flip - flops

twelve flip - flops

In moore machine the output depends on

Select correct option :  
the current state and the output of previous flip flop  
only inputs

**the current state**

When an eight bit serial in / serial out shift register is used for a 24 micro seconds time delay , the clock frequenct must be

Select correct option :

41 .67 KHz

**333 KHz**

125 KHz

8 MHz

To parallel load a byte of data into a shift register , there must be

Select correct option :

**one clock pulse**

one clock pulse for each 1 in the data

eight clock pulse

one clock pulse for each 0 in the data

Divide - by- 160 counter is acheived by using

Select correct option :

Flip - Flop and DIV 10

Flip - Flop and DIV 16

DIV 16 and DIV 32

**DIV 16 and DIV 10**

With a 100 KHz clock frequency , eight bits can be serially entered into a shift register in

Select correct option :

80 micro seconds

**8 micro seconds**

80 mili seconds

10 micro seconds

$1011 + 101 = \underline{\hspace{2cm}}$

Select correct option :

**10000**

00001

10011

11001

Once the state diagram is drawn for any sequential circuit the next step is to draw

Select correct option :

Transiation table

Karnaugh map

**Next- state table**

Logic expression

When an eight bit serial in / serial out shift register is used for a 24 micro seconds time delay , the clock frequenct must be

Select correct option :

41 .67 KHz

**333 KHz Not Confirm**

125 KHz

8 MHz

A 4 - bit binary up / down counter is in the binary state of zero . The next state in the DOWN mode is :

Select correct option :

0001

1000

1110

**1111**

In moore machine the output depends on

Select correct option :

the current state and the output of previous flip flop  
only inputs

**the current state**

the current state and inputs

A divide- by- 10 Johnson counter requires

Select correct option :

**ten flip - flops**

four flip - flops

five flip - flops

twelve flip - flops

Number of states in an 8 - bit Johnson counter sequence are :

Select correct option :

**8**

12

14

16

In a 4 - bit binary counter , the next state after the terminal count in the DOWN mode is \_\_\_\_\_

Select correct option :

0000

**1111**

0001

10000

Divide - by- 32 counter can be acheived

by using

Select correct option :

Flip - Flop and DIV 10

**Flip - Flop and DIV 16**

Flip - Flop and DIV 32

DIV 16 and DIV 32

A 4 - bit binary up / down counter is in the binary state of zero . The next state in the UP mode is

Select correct option :

0001

1000

1110

**1111**

Three cascaded modulus - 10 counters have an overall modulus of

Select correct option :

30

100

**1000**

10000

A stage in the shift register consists of

Select correct option :

a latch

**a flip flop**

a byte of storage

four bits of storage

When an eight bit serial in / serial out shift register is used for a 24 micro seconds time delay , the clock frequenct must be

Select correct option :

41 .67 KHz

**333 KHz not confirm**

125 KHz  
8 MHz

Divide - by- 160 counter is achieved by using

Select correct option :

Flip - Flop and DIV 10

Flip - Flop and DIV 16

DIV 16 and DIV 32

**DIV 16 and DIV 10**

A 4 - bit UP / DOWN counter is in DOWN mode and in the 1010 state . on the next clock pulse , to what state does the counter go ?

Select correct option :

**1001**

1011

0011

1100

In moore machine the output depends on

Select correct option :

the current state and the output of previous flip flop

only inputs

**the current state**

the current state and inputs

A divide- by- 10 Johnson counter requires

Select correct option :

**ten flip - flops**

four flip - flops

five flip - flops

twelve flip - flops

Three cascaded modulus - 10 counters have an overall modulus of

Select correct option :

30

100

**1000**

10000

A divide- by- 10 ring counter requires a minimum of

Select correct option :

**ten flip - flops**

five flip - flops

four flip - flops

twelve flip - flops

Number of states in an 8 - bit Johnson counter sequence are :

Select correct option :

**8**

12

14

16

the terminal count of a modulus - 13 binary counter is

Select correct option :

0000

1111

**1101**

1100

A Divide - by- 20 counter can be achieved by using

Select correct option :

**Flip - Flop and DIV 10**

Flip - Flop and DIV 16

Flip - Flop and DIV 32  
Div 10 and DIV 16

To serially shift a byte of data into a  
shift register , there must be

Select correct option :

one clock pulse

one load pulse

**eight clock pulses**

one clock pulse for each 1 in the data

In moore machine the output depends  
on

Select correct option :

the current state and the output of  
previous flip flop

only inputs

**the current state**

the current state and inputs

1

A divide- by- 10 Johnson counter  
requires

Select correct option :

**ten flip - flops**

four flip - flops

five flip - flops

twelve flip - flops

A 4 - bit binary up / down counter is in  
the binary state of zero . The next

state in the DOWN mode is :

Select correct option :

0001

1000

1110

**1111**

A divide- by- 10 ring counter requires a

minimum of  
Select correct option :

**ten flip - flops**

five flip - flops

four flip - flops

twelve flip - flops

A multiplexer with a register circuit  
converts

Select correct option :

Serial data to parallel

**Parallel data to serial**

Serial data to serial

Parallel data to parallel

In designing any counter the transition  
from a current state to the next state  
is determined by

Select correct option :

**Current state and inputs**

Only inputs

Only current state

current state and outputs

A decade counter can be implemented  
by truncating the counting sequence of  
a MOD - 20 counter .

Select correct option :

**True**

False

The terminal count of a 4 - bit binary  
counter in the DOWN mode  
is\_ \_\_\_\_\_

Select correct option :

**0000**

0011

1100

1111

An Asynchronous Down - counter is implemented (Using J - K flip - flop) by connecting \_\_\_\_\_

Select correct option :

output of all flip - flops to clock

input of next flip - flops

**output of**

**all flip - flops to clock input of next**

flip - flops

output of all flip - flops to J input of

next flip - flops

output of all flip - flops to K input

of next flip - flops

the terminal count of a modulus - 13

binary counter is

Select correct option :

0000

1111

**1101**

1100

A decade counter can be implemented by truncating the counting sequence of a MOD - 20 counter .

Select correct option :

**True**

False

A 4 - bit UP / DOWN counter is in DOWN mode and in the 1010 state . on the next clock pulse , to what state does the counter go ?

Select correct option :

**1001**

1011  
0011  
1100

Design of state diagram is one of many steps used to design

Select correct option :

- a clock
- a truncated counter
- an UP /DOWN counter

**any counter**

An Astable multivibrator is known as a (n ) \_\_\_\_\_

Select correct option :

**Oscillator**

- Booster
- One - shot
- Dual- shot

The glitches due to " Race Condition" can be avoided by using a \_\_\_\_\_

Select correct option :

- Gated flip - flops
- Pulse triggered flip - flops
- Positive - Edge triggered flip - flops

**Negative - Edge triggered flip - flops**

Karnaugh map is used in designing

Select correct option :

- a clock
- a counter
- an UP /DOWN counter

**All of the above**

\_\_\_\_\_ is said to occur when multiple internal variables change due to change in one input variable

Select correct option :

Hold and Wait

Clock Skew

**Race condition**

Hold delay

Three cascaded modulus - 10 counters have an overall modulus of

Select correct option :

30

100

1000

10000

An Astable multivibrator is known as a (n ) \_\_\_\_\_

Select correct option :

**Oscillator**

Booster

One - shot

Dual- shot

\_\_\_\_\_ occurs when the same clock signal arrives at different times at different clock inputs due to propagation delay .

Select correct option :

Race condition

**Clock Skew**

Ripple Effect

None of given options

The glitches due to " Race Condition" can be avoided by using a \_\_\_\_\_

Select correct option :

Gated flip - flops  
Pulse triggered flip - flops  
Positive - Edge triggered flip - flops  
**Negative - Edge triggered flip - flops**

A flip - flop is presently in SET state and must remain SET on the next clock pulse . What must j and K be ?

Select correct option :

J = 1 , K = 0

**J = 1 , K = X ( Don't care )**

J = X( Don't care ), K = 0

J = 0 , K = X ( Don't care )

The Synchronous counters are also known as Ripple Counters :

Select correct option :

True

False

The Synchronous counters are also known as Ripple Counters :

Select correct option :

True

**False**

\_\_\_\_\_ occurs when the same clock signal arrives at different times at different clock inputs due to propagation delay .

Select correct option :

Race condition

## **Clock Skew**

Ripple Effect

None of given options

Divide - by- 160 counter is achieved by using

Select correct option :

Flip - Flop and DIV 10

Flip - Flop and DIV 16

DIV 16 and DIV 32

**DIV 16 and DIV 10**

Design of state diagram is one of many steps used to design

Select correct option :

a clock

a truncated counter

an UP /DOWN counter

**any counter**

\_\_\_\_\_ Counters as the name indicates are not triggered simultaneously

Select correct option

**Asynchronous**

Synchronous

Positive - Edge triggered

Negative- Edge triggered

Ripple Clock Output

The 74 HC 163 is a 4 - bit Synchronous

Counter .it has . .... ..data output pins

Select correct option :

2

**4**

6

8

A counter is implemented using three (3) flip - flops , possibly it will have \_\_\_\_\_ maximum output status .

Select correct option :

3

7

**8**

15

Sum term ( Max term ) is implemented using \_\_\_\_\_ gates

Select correct option :

**OR**

AND

NOT

OR - AND

Design of state diagram is one of many steps used to design

Select correct option :

a clock

a truncated counter

an UP /DOWN counter

**any counter**

Divide - by- 32 counter can be achieved by using

Select correct option :

Flip - Flop and DIV 10

**Flip - Flop and DIV 16**

Flip - Flop and DIV 32

DIV 16 and DIV 32

The counter states or the range of numbers of a counter is determined by

the formula . ("n " represents the total number of flip - flops )

Select correct option :

(n raise to power 2 )

(n raise to power 2 and then minus 1 )

**(2 raise to power n )**

(2 raise to power n and then minus 1 )

A 4 - bit UP / DOWN counter is in DOWN mode and in the 1010 state . on the next clock pulse , to what state does the counter go ?

Select correct option :

**1001**

1011

0011

1100

A 4 - bit binary UP / DOWN counter is in the binary state zero . the next state in the DOWN mode is\_ \_\_\_\_\_

Select correct option :

0001

**1111**

1000

1110

Divide - by- 160 counter is acheived by using

Select correct option :

Flip - Flop and DIV 10

Flip - Flop and DIV 16

DIV 16 and DIV 32

**DIV 16 and DIV 10**

A counter is implemented using three (3 ) flip - flops , possibly it will have \_\_\_\_\_ maximum output status .

Select correct option :

- 3
- 7
- 8**
- 15

RCO stands for \_\_\_\_\_

- Select correct option :
- Reconfiguration Counter Output
  - Ripple Counter Output
  - Reconfiguration Clock Output
  - Ripple Clock Output**

\_\_\_\_\_ occurs when the same clock signal arrives at different times at different clock inputs due to propagation delay .

- Select correct option :
- Race condition**
  - Clock Skew
  - Ripple Effect
  - None of given options

For a down counter that counts from (111 to 000 ), if current state is " 101 " the next state will be \_\_\_\_\_

- Select correct option :
- 111
  - 110
  - 010
  - none of given options**

A Divide - by- 20 counter can be achieved by using

- Select correct option :
- Flip - Flop and DIV 10**
  - Flip - Flop and DIV 16
  - Flip - Flop and DIV 32
  - Div 10 and DIV 16

Design of state diagram is one of many steps used to design

Select correct option :

a clock

a truncated counter

an UP /DOWN counter

**any counter**

An Astable multivibrator is known as a

(n ) \_\_\_\_\_

Select correct option :

**Oscillator**

Booster

One - shot

Dual- shot

\_\_\_\_\_ is one of the examples of asynchronous inputs.

▶ J-K input

▶ S-R input

▶ D input

▶ Clear Input (CLR)

CS302 Question No: 9 ( M - 1 ) The \_\_\_\_\_ input overrides the \_\_\_\_\_ input. ▶ Asynchronous,

synchronous

▶ Synchronous, asynchronous

▶ Preset

input (PRE), Clear input (CLR)

▶ Clear input (CLR), Preset input

(PRE)

CS302 Question No: 10 ( M - 1 ) \_\_\_\_\_ occurs when the same clock signal arrives at different times at different clock inputs due to propagation delay. ▶ Race

condition

▶ Clock Skew

▶ Ripple Effect

▶ None of

given options

CS302 Question No: 11 ( M - 1 ) Consider an up/down counter that counts between 0 and 15, if external input(X) is "0" the counter counts upward (0000 to 1111) and if external input (X) is "1" the counter counts downward (1111 to 0000), now suppose that the present state is "1100" and

**X=1, the next state of the counter will be \_\_\_\_\_**

- ▶ 0000
- ▶ 1101
- ▶ 1011
- ▶ 1111

CS302 Question No: 12 ( M - 1 ) **In a state diagram, the transition from a current state to the next state is**

**determined by** ▶ **Current state and the inputs** ▶ Current state and outputs ▶ Previous state and inputs ▶ Previous state and outputs

CS302 Question No: 13 ( M - 1 ) \_\_\_\_\_ **is used to minimize the possible no. of states of a circuit.**

▶ **State assignment** ▶ State reduction ▶ Next state table ▶ State diagram

The glitches due to " Race Condition" can be avoided by using a \_\_\_\_\_

Select correct option :

- Gated flip - flops
- Pulse triggered flip - flops
- Positive - Edge triggered flip - flops
- Negative- Edge triggered flip - flops**

A decade counter is \_\_\_\_\_

Select correct option :

- Mod - 3 counter
- Mod - 5 counter
- Mod - 8 counter
- Mod - 10 counter**

The terminal count of a 4 - bit binary counter in the DOWN mode

is\_ \_\_\_\_\_

Select correct option :

- 0000**
- 0011
- 1100
- 1111

The Synchronous counters are also known as Ripple Counters :

Select correct option :

True

**False**

\_\_\_\_\_ occurs when the same clock signal arrives at different times at different clock inputs due to propagation delay .

Select correct option :

Race condition

**Clock Skew**

Ripple Effect

None of given options

Divide - by- 160 counter is achieved by using

Select correct option :

Flip - Flop and DIV 10

Flip - Flop and DIV 16

DIV 16 and DIV 32

**DIV 16 and DIV 10**

Design of state diagram is one of many steps used to design

Select correct option :

a clock

a truncated counter

an UP /DOWN counter

**any counter**

**12. 3-to-8 decoder can be used to implement Standard SOP and POS Boolean expressions**

▶ **True (Page 160)**

▶ False

13. The device shown here is most likely a \_\_\_\_\_

- ▶ Comparator
- ▶ Multiplexer
- ▶ **Demultiplexer** [click here for detail](#)
- ▶ Parity generator

14. The GAL22V10 has \_\_\_\_\_ inputs

- ▶ **22 (Page 195)**
- ▶ 10
- ▶ 44
- ▶ 20

15. A latch retains the state unless

- ▶ Power is turned off
- ▶ **Input is changed (page 218)**
- ▶ Output is changed
- ▶ Clock pulse is changed

16. If an active-HIGH S-R latch has a 0 on the S input and a 1 on the R input and then the R input goes to 0, the latch will be \_\_\_\_\_.

▶ **SET (Page 220)**

- ▶ RESET
- ▶ Clear
- ▶ Invalid

17. Consider a circuit consisting of two consecutive NOT gates, the entire circuit belongs to a CMOS 5 Volt series, if certain voltage is applied on the input, the output voltage of Logic high signal (VoH) will be in the range of \_\_\_\_\_ volts.

- ▶ 4 to 4.5
- ▶ **4.5 to 5**

- ▶ 0 to 4.5
- ▶ 0 to 3.5

**18.  $A.(B.C) = (A.B).C$  is an expression of \_\_\_\_\_**

- ▶ Demorgan's Law
- ▶ Distributive Law
- ▶ Commutative Law
- ▶ **Associative Law (Page 72)**

In a 4 - bit binary counter , the next state after the terminal count in the DOWN mode is \_\_\_\_\_

Select correct option :

0000

**1111**

0001

10000

A 5 - variable karnaugh map has

Select correct option :

sixteen cells

**thirty two cells**

sixty- four cells

None of these

The boolean expression  $A + BC$  equals

Select correct option :

$(A' + B)(A' + C)$

$(A + B)(A + C)$

$(A + B)(A' + C)$

**none of the above**

the boolean expression  $AB'CD'$  is

Select correct option :

a sumterm

**a product term**

a literal term

always 1

**The OR Gate performs a Boolean \_\_\_\_\_ function**

▶ **Addition (Page 42)**

- ▶ Subtraction
- ▶ Multiplication
- ▶ Division

**4. TTL based devices work with a dc supply of \_\_\_\_\_ Volts**

- ▶ +10
- ▶ **+5 (Page 61)**
- ▶ +3
- ▶ 3.3

**5. A standard POS form has \_\_\_\_\_ terms that have all the variables in the domain of the expression.**

▶ **Sum (Page 85)**

- ▶ Product
- ▶ Min
- ▶ Composite

**6. A SOP expression having a domain of 3 variables will have a truth table having \_\_\_\_\_ combinations of inputs and corresponding output values.**

- ▶ 2
- ▶ 4
- ▶ **8 (According to rule)**
- ▶ 16

**7. A BCD to 7-Segment decoder has**

- ▶ 3 inputs and 7 outputs
- ▶ **4 inputs and 7 outputs (Page 103)**
- ▶ 7 inputs and 3 outputs
- ▶ inputs and 4 outputs

8. In the Karnaugh map shown above, which of the loops shown represents a legal grouping?

▶ A

▶

▶ **C** [click here for detail](#)

▶ D

9. The binary value of 1010 is converted to the product term

▶ True

▶ **False**

Which one of the following is NOT a valid rule of Boolean algebra?

Select correct option :

$A + 1 = 1$

**$A = A'$**

$AA = A$

$A + 0 = A$

In a 4 - variable K - map , a 2 - variable product term is produced by

Select correct option :

a 2 - cell group of 1 s

a 8 - cell group of 1 s

**a 4 - cell group of 1 s**

a 4 - cell group of 0 s

On a Karnaugh map , grouping the 0 s produces

Select correct option :

**a POS expression**

a SOP expression

a " don ' t care " condition

AND- OR logic

A 3 - variable karnaugh map has

Select correct option :

**eight cells**

three cells

sixteen cells

four cells

which of the following rules states that if one input of an AND gate is always 1 , the output is equal to the other input ?

Select correct option :

$A + 1 = 1$

$A + A = A$

$A \cdot A = A$

**$A \cdot 1 = A$**

2 's complement of 5 is

Select correct option :

1101

**1011**

0101

1100

An example of SOP expression is

Select correct option :

$A + B (C + D)$

$A' B + AC' + AB' C$

$(A' + B + C)(A + B' + C)$

**both ( a ) nad ( b )**

2's complement of any binary number can be calculated by

▶ adding 1's complement twice

▶ **adding 1 to 1's complement (Page 144)**

▶ subtracting 1 from 1's complement.

▶ calculating 1's complement and inverting Most significant bit

**Question No: 15 ( Marks: 1 ) - Please choose one**

The binary value "1010110" is equivalent to decimal \_\_\_\_\_

▶ **86 (According to formula)**

- ▶ 87
- ▶ 88
- ▶ 89

**Question No: 16 ( Marks: 1 ) - Please choose one**

Tri-State Buffer is basically a/an \_\_\_\_\_ gate.

- ▶ AND
- ▶ OR
- ▶ NOT
- ▶ **XOR (Page 186)**

**1. The binary value "11011" is equivalent to \_\_\_\_\_**

▶ **1B (According to rule)**

- ▶ 1C
- ▶ 1D
- ▶ 1E

**2. An important application of AND Gate is its use in counter circuit**

▶ **True (Page 281)**

- ▶ False

Adjacent 1 s detector circuit will have active low output for the input

Select correct option :

1101

**1010 ( Not Confirm )**

0110

1011

The complement of a variable is always

Select correct option :

0

1  
equal to the variable  
**the inverse of the variable**

Adjacent 1 s detector circuit will have  
active high output for the input

Select correct option :

0101

**1010**

0011

0001

The domain of the expression  $AB'CD + AB' + C'D + B$  is

Select correct option :

A and D

B only

**A, B, C and D**

none of these

the boolean expression  $A + B' + C$  is

Select correct option :

**a sum term**

a literal term

a product term

a complemented term

The boolean expression  $(A + C)(AB' + AC)(A'C' + B')$  can be simplified to

Select correct option :

**$AB'$**

$AB + A'C$

$A'B + BC$

$AB + BC$

The boolean expression  $X = AB + CD$   
represents

Select correct option :

two ORs ANDed together

a 4 - input AND gate  
**two ANDs ORed together**  
an exclusive - Or

Which one of the following is NOT a valid rule of Boolean algebra?

Select correct option :

$A + 1 = 1$

$A = A'$

$AA = A$

$A + 0 = A$

The function to be performed by the processor is selected by set of inputs known as \_\_\_\_\_

▶ **Function Select Inputs (Page 147)**

- ▶ MicroOperation selectors
- ▶ OP CODE Selectors
- ▶ None of given option

**Question No: 10 ( Marks: 1 ) - Please choose one**

For a 3-to-8 decoder how many 2-to-4 decoders will be required?

▶ **2 (Page 160)**

- ▶ 1
- ▶ 3
- ▶ 4

**Question No: 11 ( Marks: 1 ) - Please choose one**

GAL is an acronym for \_\_\_\_\_.

- ▶ Giant Array Logic
- ▶ **General Array Logic (Page 183)**
- ▶ Generic Array Logic
- ▶ Generic Analysis Logic

**Question No: 12 ( Marks: 1 ) - Please choose one**

The Quad Multiplexer has \_\_\_\_\_ outputs

▶ **4 (Page 216)**

- ▶ 8

- ▶ 12
- ▶ 16

**Question No: 13 ( Marks: 1 ) - Please choose one**

A.(B.C) = (A.B).C is an expression of \_\_\_\_\_

- ▶ Demorgan"s Law
- ▶ Distributive Law
- ▶ Commutative Law
- ▶ **Associative Law (Page 72)**

How many data select lines are required for selecting eight inputs ?

Select correct option :

- 4
- 3**
- 2
- 1

the boolean expression  $AB'CD'$  is  
a sumterm

**a product term**

a literal term

always 1

The boolean expression  $(A + C)(AB' + AC)(A'C' + B')$  can be simplified to

**$AB'$**

$AB + A'C$

$A'B + BC$

$AB + BC$

which of the following rules states that if one input of an AND gate is always 1 , the output is equal to the other input ?

- A + 1 = 1
- A + A = A
- A . A = A
- A . 1 = A**

The range of Excess-8 code is from \_\_\_\_\_ to \_\_\_\_\_

▶ **+7 to -8 (Page 34)**

- ▶ +8 to -7
- ▶ +9 to -8
- ▶ -9 to +8

**Question No: 5 ( Marks: 1 ) - Please choose one**

A non-standard POS is converted into a standard POS by using the rule \_\_\_\_\_

- ▶
- ▶

AA □□0 **(Page 85)**

- ▶
- ▶ A+B = B+A

**Question No: 6 ( Marks: 1 ) - Please choose one**

The 3-variable Karnaugh Map (K-Map) has \_\_\_\_\_ cells for min or max terms

- ▶ 4
- ▶ **8 (Page 89)**
- ▶ 12
- ▶ 16

**FINAL TERM EXAMINATION**  
**Spring 2010**  
CS302- Digital Logic Design

**Time: 90 min**  
**Marks: 58**

**Question No: 1 ( Marks: 1 ) - Please choose one**

A 8-bit serial in / parallel out shift register contains the value "8", \_\_\_\_\_ clock signal(s) will be required to shift the value completely out of the register.

- ▶ 1
- ▶ 2
- ▶ 4
- ▶ 8

**Question No: 2 ( Marks: 1 ) - Please choose one**

A frequency counter \_\_\_\_\_

- ▶ Counts pulse width
- ▶ Counts no. of clock pulses in 1 second
- ▶ Counts high and low range of given clock pulse
- ▶ None of given options

**Question No: 3 ( Marks: 1 ) - Please choose one**

In a sequential circuit the next state is determined by \_\_\_\_\_ and \_\_\_\_\_

- ▶ State variable, current state
- ▶ Current state, flip-flop output
- ▶ Current state and external input
- ▶ Input and clock signal applied

**Question No: 4 ( Marks: 1 ) - Please choose one**

The divide-by-60 counter in digital clock is implemented by using two cascading counters:

- ▶ Mod-6, Mod-10
- ▶ Mod-50, Mod-10
- ▶ Mod-10, Mod-50
- ▶ Mod-50, Mod-6

**Question No: 5 ( Marks: 1 ) - Please choose one**

In NOR gate based S-R latch if both S and R inputs are set to logic 0, the previous output state is maintained.

- ▶ True
- ▶ False

**Question No: 6 ( Marks: 1 ) - Please choose one**

Flip flops are also called \_\_\_\_\_

- ▶ Bi-stable dualvibrators
- ▶ Bi-stable transformer
- ▶ Bi-stable multivibrators
- ▶ Bi-stable singlevibrators

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**Question No: 7 (Marks: 1) - Please choose one**

The minimum time for which the input signal has to be maintained at the input of flip-flop is called \_\_\_\_\_ of the flip-flop.

- ▶ Set-up time
- ▶ Hold time
- ▶ Pulse Interval time
- ▶ Pulse Stability time (PST)

**Question No: 8 (Marks: 1) - Please choose one**

74HC163 has two enable input pins which are \_\_\_\_\_ and \_\_\_\_\_

- ▶ ENP, ENT
- ▶ ENI, ENC
- ▶ ENP, ENC
- ▶ ENT, ENI

**Question No: 9 (Marks: 1) - Please choose one**

\_\_\_\_\_ is said to occur when multiple internal variables change due to change in one input variable

- ▶ Clock Skew
- ▶ Race condition
- ▶ Hold delay
- ▶ Hold and Wait

**Question No: 10 (Marks: 1) - Please choose one**

Given the state diagram of an up/down counter, we can find \_\_\_\_\_

- ▶ The next state of a given present state
- ▶ The previous state of a given present state
- ▶ Both the next and previous states of a given state
- ▶ The state diagram shows only the inputs/outputs of a given states

**Question No: 11 (Marks: 1) - Please choose one**

The \_\_\_\_\_ input overrides the \_\_\_\_\_ input

- ▶ Asynchronous, synchronous
- ▶ Synchronous, asynchronous
- ▶ Preset input (PRE), Clear input (CLR)
- ▶ Clear input (CLR), Preset input (PRE)

**Question No: 12 (Marks: 1) - Please choose one**

A logic circuit with an output  $X = \overline{A} B C + A \overline{B}$  consists of \_\_\_\_\_.

- ▶ two AND gates, two OR gates, two inverters
- ▶ three AND gates, two OR gates, one inverter
- ▶ two AND gates, one OR gate, two inverters
- ▶ two AND gates, one OR gate

**Question No: 13 (Marks: 1) - Please choose one**

A decade counter is \_\_\_\_\_.

- ▶ Mod-3 counter
- ▶ Mod-5 counter
- ▶ Mod-8 counter

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- ▶ Mod-10 counter

**Question No: 14 (Marks: 1) - Please choose one**

In asynchronous transmission when the transmission line is idle, \_\_\_\_\_

- ▶ It is set to logic low
- ▶ It is set to logic high
- ▶ Remains in previous state
- ▶ State of transmission line is not used to start transmission

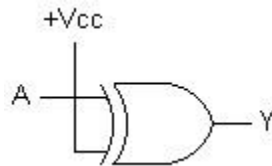
**Question No: 15 (Marks: 1) - Please choose one**

A Nibble consists of \_\_\_\_\_ bits

- ▶ 2
- ▶ 4
- ▶ 8
- ▶ 16

**Question No: 16 (Marks: 1) - Please choose one**

The output of this circuit is always \_\_\_\_\_.



- ▶ 1
- ▶ 0
- ▶  $\frac{A}{\bar{A}}$

**Question No: 17 (Marks: 1) - Please choose one**

Excess-8 code assigns \_\_\_\_\_ to “-8”

- ▶ 1110
- ▶ 1100
- ▶ 1000
- ▶ 0000

**Question No: 18 (Marks: 1) - Please choose one**

The voltage gain of the Inverting Amplifier is given by the relation \_\_\_\_\_

- ▶  $V_{out}/V_{in} = -R_f/R_i$
- ▶  $V_{out}/R_f = -V_{in}/R_i$
- ▶  $R_f/V_{in} = -R_i/V_{out}$
- ▶  $R_f/V_{in} = R_i/V_{out}$

**Question No: 19 (Marks: 1) - Please choose one**

LUT is acronym for \_\_\_\_\_

- ▶ Look Up Table
- ▶ Local User Terminal
- ▶ Least Upper Time Period
- ▶ None of given options

**Question No: 20 (Marks: 1) - Please choose one**

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**DRAM stands for \_\_\_\_\_**

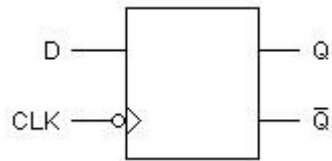
- ▶ Dynamic RAM
- ▶ Data RAM
- ▶ Demoduler RAM
- ▶ None of given options

**Question No: 21 ( Marks: 1 ) - Please choose one**

The three fundamental gates are \_\_\_\_\_

- ▶ AND, NAND, XOR
- ▶ OR, AND, NAND
- ▶ NOT, NOR, XOR
- ▶ NOT, OR, AND

**Question No: 22 ( Marks: 1 ) - Please choose one**



Which of the following statement is true regarding above block diagram ?

- ▶ Triggering takes place on the negative-going edge of the CLK pulse
- ▶ Triggering takes place on the positive-going edge of the CLK pulse
- ▶ Triggering can take place anytime during the HIGH level of the CLK waveform
- ▶ Triggering can take place anytime during the LOW level of the CLK waveform

**Question No: 23 ( Marks: 1 ) - Please choose one**

The total amount of memory that is supported by any digital system depends upon \_\_\_\_\_

- ▶ The organization of memory
- ▶ The structure of memory
- ▶ The size of decoding unit
- ▶ The size of the address bus of the microprocessor

**Question No: 24 ( Marks: 1 ) - Please choose one**

The expression  $F=A+B+C$  describes the operation of three bits \_\_\_\_\_ Gate.

- ▶ OR
- ▶ AND
- ▶ NOT
- ▶ NAND

**Question No: 25 ( Marks: 1 ) - Please choose one**

Stack is an acronym for \_\_\_\_\_

- ▶ FIFO memory
- ▶ LIFO memory
- ▶ Flash Memory
- ▶ Bust Flash Memory

**Question No: 26 ( Marks: 1 ) - Please choose one**

Addition of two octal numbers “36” and “71” results in \_\_\_\_\_

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- ▶ 213
- ▶ 123
- ▶ 127
- ▶ 345

**Question No: 27 ( Marks: 2 )**  
**Define quantization process.**

**Question No: 28 ( Marks: 2 )**

**Explain the difference between 1-to-4 Demultiplexer and 2-to-4 Binary Decoder?**

**Question No: 29 ( Marks: 2 )**

**A general Sequential circuit consists of a combinational circuit and a memory element. How this memory element is implemented**

**Question No: 30 ( Marks: 2 )**

**Suppose a 2 bit up-counter, having states "A, B, C, D". Write down GOTO statements to show how present states change to next states.**

**Question No: 31 ( Marks: 3 )**

**Name three Operations that can be performed on FLASH Memory**

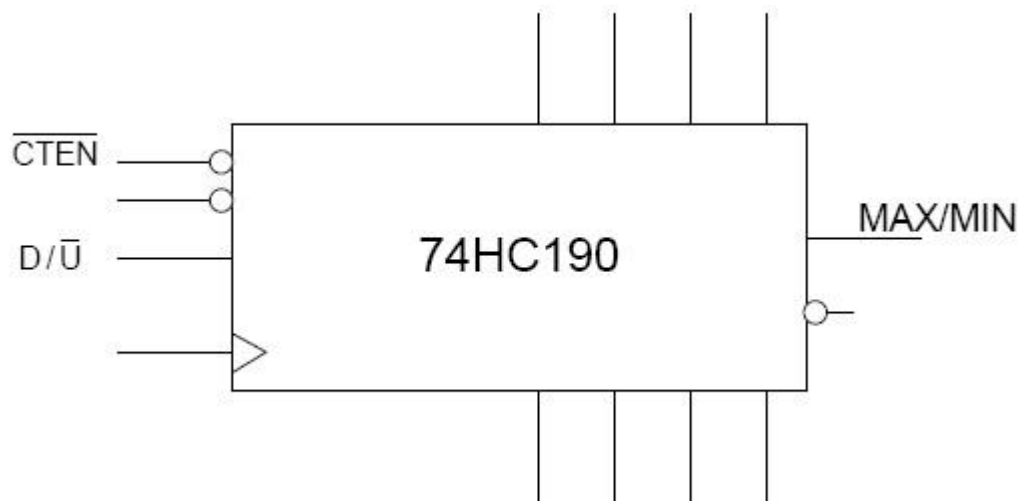
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Question No: 32 ( Marks: 3 )

Explain Rotate Right Operation of shift register with the help of diagram.

Question No: 33 ( Marks: 3 )

You are given the block diagram of 74HC190 integrated circuit up/down counter, explain the function of labeled inputs/outputs.



Question No: 34 ( Marks: 5 )

Draw the state diagram of 3-bit up-down counter, use an external input X, when X sets to logic 1, the counter counts downwards, otherwise upward.

Question No: 35 ( Marks: 5 )

Differentiate between synchronous and asynchronous RAM.

Question No: 36 ( Marks: 5 )

Explain Memory Select or Enable Signals

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FINAL TERM EXAMINATION  
Spring 2010  
CS302- Digital Logic Design (Session - 4)

Time: 90 min  
Marks: 58

**Question No: 1 ( Marks: 1 ) - Please choose one**

The ANSI/IEEE Standard 754 defines a \_\_\_\_\_ Single-Precision Floating Point format for binary numbers.

- ▶ 8-bit
- ▶ 16-bit
- ▶ **32-bit**
- ▶ 64-bit

**Question No: 2 ( Marks: 1 ) - Please choose one**

The decimal "17" in BCD will be represented as \_\_\_\_\_

- ▶ 11101
- ▶ 11011
- ▶ **10111**
- ▶ 11110

**Question No: 3 ( Marks: 1 ) - Please choose one**

The basic building block for a logical circuit is \_\_\_\_\_

- ▶ A Flip-Flop
- ▶ **A Logical Gate**
- ▶ An Adder
- ▶ None of given options

**Question No: 4 ( Marks: 1 ) - Please choose one**

The output of the expression  $F=A.B.C$  will be Logic \_\_\_\_\_ when  $A=1, B=0, C=1$ .

- ▶ Undefined
- ▶ One
- ▶ **Zero**
- ▶ No Output as input is invalid.

**Question No: 5 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ is invalid number of cells in a single group formed by the adjacent cells in K-map

- ▶ 2
- ▶ 8
- ▶ **12**
- ▶ 16

**Question No: 6 ( Marks: 1 ) - Please choose one**

The PROM consists of a fixed non-programmable \_\_\_\_\_ Gate array configured as a decoder.

- ▶ **AND**

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- ▶ OR
- ▶ NOT
- ▶ XOR

**Question No: 7 (Marks: 1) - Please choose one**  
\_\_\_\_\_ is one of the examples of synchronous inputs.

- ▶ **J-K input**
- ▶ EN input
- ▶ Preset input (PRE)
- ▶ Clear Input (CLR)

**Question No: 8 (Marks: 1) - Please choose one**  
\_\_\_\_\_ is one of the examples of asynchronous inputs.

- ▶ J-K input
- ▶ S-R input
- ▶ **D input**
- ▶ Clear Input (CLR)

**Question No: 9 (Marks: 1) - Please choose one**  
The \_\_\_\_\_ input overrides the \_\_\_\_\_ input

- ▶ **Asynchronous, synchronous**
- ▶ Synchronous, asynchronous
- ▶ Preset input (PRE), Clear input (CLR)
- ▶ Clear input (CLR), Preset input (PRE)

**Question No: 10 (Marks: 1) - Please choose one**  
\_\_\_\_\_ occurs when the same clock signal arrives at different times at different clock inputs due to propagation delay.

- ▶ Race condition
- ▶ **Clock Skew**
- ▶ Ripple Effect
- ▶ None of given options

**Question No: 11 (Marks: 1) - Please choose one**  
Consider an up/down counter that counts between 0 and 15, if external input(X) is "0" the counter counts upward (0000 to 1111) and if external input (X) is "1" the counter counts downward (1111 to 0000), now suppose that the present state is "1100" and X=1, the next state of the counter will be \_\_\_\_\_

- ▶ 0000
- ▶ **1101**
- ▶ 1011
- ▶ 1111

**Question No: 12 (Marks: 1) - Please choose one**  
In a state diagram, the transition from a current state to the next state is determined by

- ▶ **Current state and the inputs**
- ▶ Current state and outputs
- ▶ Previous state and inputs
- ▶ Previous state and outputs

**Question No: 13 (Marks: 1) - Please choose one**

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\_\_\_\_\_ is used to minimize the possible no. of states of a circuit.

▶ **State assignment**

- ▶ State reduction
- ▶ Next state table
- ▶ State diagram

**Question No: 14 (Marks: 1) - Please choose one**

\_\_\_\_\_ is used to simplify the circuit that determines the next state.

▶ **State diagram**

- ▶ Next state table
- ▶ State reduction
- ▶ State assignment

**Question No: 15 (Marks: 1) - Please choose one**

The best state assignment tends to \_\_\_\_\_.

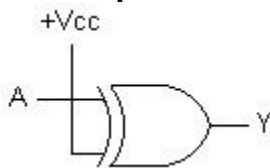
▶ Maximizes the number of state variables that don't change in a group of related states

▶ **Minimizes the number of state variables that don't change in a group of related states**

- ▶ Minimize the equivalent states
- ▶ None of given options

**Question No: 16 (Marks: 1) - Please choose one**

The output of this circuit is always \_\_\_\_\_.



- ▶ **1**
- ▶ 0
- ▶ A
- ▶

**Question No: 17 (Marks: 1) - Please choose one**

A 8-bit serial in / parallel out shift register contains the value "8", \_\_\_\_\_ clock signal(s) will be required to shift the value completely out of the register.

- ▶ 1
- ▶ 2
- ▶ 4
- ▶ **8**

**Question No: 18 (Marks: 1) - Please choose one**

5-bit Johnson counter sequences through \_\_\_\_\_ states

- ▶ 7
- ▶ 10
- ▶ 32
- ▶ **25**

**Question No: 19 (Marks: 1) - Please choose one**

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Assume that a 4-bit serial in/serial out shift register is initially clear. We wish to store the nibble 1100. What will be the 4-bit pattern after the second clock pulse? (Right-most bit first.)

- ▶ 1100
- ▶ 0011
- ▶ **0000**
- ▶ 1111

**Question No: 20 (Marks: 1) - Please choose one**

The address from which the data is read, is provided by \_\_\_\_\_

- ▶ Depends on circuitry
- ▶ None of given options
- ▶ RAM

▶ **Microprocessor**

**Question No: 21 (Marks: 1) - Please choose one**

FIFO is an acronym for \_\_\_\_\_

▶ **First In, First Out**

- ▶ Fly in, Fly Out
- ▶ Fast in, Fast Out
- ▶ None of given options

**Question No: 22 (Marks: 1) - Please choose one**

LUT is acronym for \_\_\_\_\_

▶ **Look Up Table**

- ▶ Local User Terminal
- ▶ Least Upper Time Period
- ▶ None of given options

**Question No: 23 (Marks: 1) - Please choose one**

The voltage gain of the Inverting Amplifier is given by the relation \_\_\_\_\_

▶  **$V_{out} / V_{in} = - R_f / R_i$**

▶  $V_{out} / R_f = - V_{in} / R_i$

▶  $R_f / V_{in} = - R_i / V_{out}$

▶  $R_f / V_{in} = R_i / V_{out}$

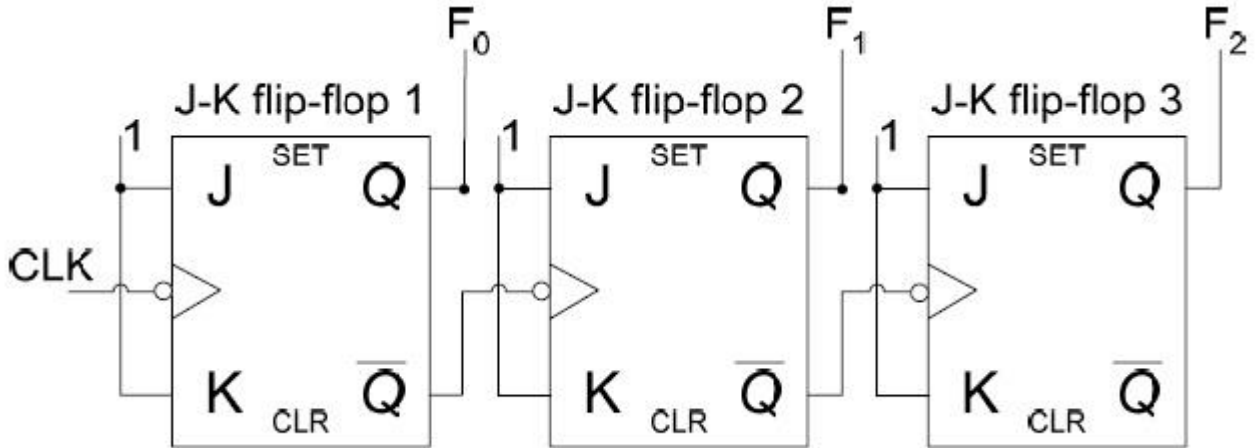
**Question No: 24 (Marks: 1) - Please choose one**

\_\_\_\_\_ of a D/A converter is determined by comparing the actual output of a D/A converter with the expected output.

- ▶ Resolution
- ▶ **Accuracy**
- ▶ Quantization
- ▶ Missing Code

**Question No: 25 (Marks: 1) - Please choose one**

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Above is the circuit diagram of \_\_\_\_\_.

- ▶ Asynchronous up-counter
- ▶ Asynchronous down-counter
- ▶ **Synchronous up-counter**
- ▶ Synchronous down-counter

**Question No: 26 (Marks: 1) - Please choose one**

The sequence of states that are implemented by a n-bit Johnson counter is

- ▶  $n+2$  (n plus 2)
- ▶  **$2n$  (n multiplied by 2)**
- ▶  $2^n$  (2 raise to power n)
- ▶  $n^2$  (n raise to power 2)

**Question No: 27 (Marks: 2)**

Draw the Truth-Table of NOR based S-R Latch

| input |   | output    |
|-------|---|-----------|
| S     | R | $Q_{T+1}$ |
| 0     | 0 | $Q_T$     |
| 0     | 1 | 0         |
| 1     | 0 | 1         |
| 1     | 1 | INVALID   |

**Question No: 28 (Marks: 2)**

Two state assignments are given in the table below. Identify which state assignment is best and why?

| States | State assignment 1 | State assignment 2 |
|--------|--------------------|--------------------|
| A      | 00                 | 00                 |

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|   |    |    |
|---|----|----|
| B | 01 | 01 |
| C | 11 | 10 |
| D | 10 | 11 |

**Ans:**

State assignment 2 is best assignment... it Minimizes the number of state variables that don't change in a group of related states

**Question No: 29 ( Marks: 2 )**

**Write down at least two functions of a register.**

**Ans:**

1. Registers are operating as a coherent unit to hold and generate data.
2. registers functions also include configuration and start-up of certain features, especially during initialization, bufferstorage e.g. video memory for graphics cards, input/output (I/O) of different kinds,

**Question No: 30 ( Marks: 2 )**

**Define quantization process.**

**Ans:**

The process by which we can convert an analogue signal into digital signal (code) is known as quantization process.

**Question No: 31 ( Marks: 3 )**

**How can we calculate the frequency of an unknown signal?**

**Ans:**

The frequency of a particular event is accomplished by counting the number of times that event occurs within a specific time interval, then dividing the count by the length of the time interval.

**Question No: 32 ( Marks: 3 )**

**Given the following statement used in PLD programming:**

**Y PIN 23 ISTYPE 'com';**

**Explain what does this statement mean?**

**Ans:**

The Y variable is a 'Combinational' output available directly from the AND-OR gate array output. The active-low or active-high output of the Registered Mode can also be

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specified in the declaration statement

**Question No: 33 ( Marks: 3 )**

**Explain dynamic RAM in your own words.**

**Ans:**

Dram use latch to store a single bit of information. The main drawback of it id the discharge of capacitor over a period of time. Here four gates are used in making a single latch. In terms of transistors, 4 to 6 transistors are required to implement a single storage cell. In order to build memories with higher densities, a single transistor is used to store a binary value. A single transistor can not store a binary value however it is used to charge and discharge a capacitor. The capacitor can not retain the charge, therefore it has to be periodically charged

Through a refresh cycle.

**Question No: 34 ( Marks: 5 )**

**You are given the Next-state table of a moor machine, using this information draw the state diagram of the machine.**

| Present State  |                |                | Next State     |                |                |
|----------------|----------------|----------------|----------------|----------------|----------------|
| Q <sub>2</sub> | Q <sub>1</sub> | Q <sub>0</sub> | Q <sub>2</sub> | Q <sub>1</sub> | Q <sub>0</sub> |
| 0              | 1              | 1              | 1              | 1              | 1              |
| 1              | 1              | 1              | 0              | 0              | 1              |
| 0              | 0              | 1              | 0              | 1              | 0              |
| 0              | 1              | 0              | 1              | 0              | 0              |
| 1              | 0              | 0              | 1              | 1              | 0              |
| 1              | 1              | 0              | 0              | 1              | 1              |

**Question No: 35 ( Marks: 5 )**

**Explain Memory Select or Enable Signals**

**Memory Select or Enable Signal:**

There are more than one memory chips to store program Information in daily use computers. read or write operation is carried out on a single addressable location instantaneously .

The unique location is accessed in one of the several memory chips, so single memory chips is selected before a read or write operation can be carried out. All memory chips have a chip enable or chip select signal which has to be activated before the memory can be accessed.

**Question No: 36 ( Marks: 5 )**

Performance characteristics of D/A converters are determined by five parameters. Name them.

**Ans:**

**Performances characteristics of D/A converters are determined by five parameters**

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are as follow:

1. Accuracy
2. Setting time
3. Monotonicity
4. Linearity
5. Resolution

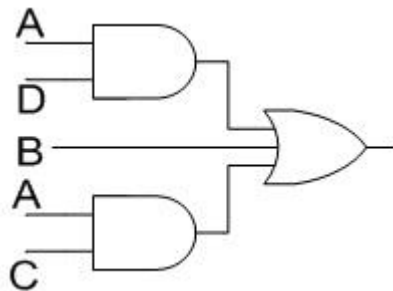
FINAL TERM EXAMINATION  
Spring 2010  
CS302- Digital Logic Design (Session - 1)

Time: 90 min  
marks: 58

**Question No: 1 (Marks: 1) - Please choose one**  
"A + B = B + A" is \_\_\_\_\_

- ▶ Demorgan's Law
- ▶ Distributive Law
- ▶ Commutative Law
- ▶ Associative Law

**Question No: 2 (Marks: 1) - Please choose one**  
The diagram given below represents \_\_\_\_\_



- ▶ Demorgans law
- ▶ Associative law
- ▶ Product of sum form
- ▶ Sum of product form

**Question No: 3 (Marks: 1) - Please choose one**  
Following is standard POS expression

$$(A + \bar{B} + C + \bar{D})(A + \bar{B} + C + D)(A + B + \bar{C} + \bar{D})(A + B + C + \bar{D})(A + \bar{B} + \bar{C} + D)$$

- ▶ True
- ▶ False

**Question No: 4 (Marks: 1) - Please choose one**

An alternate method of implementing Comparators which allows the Comparators to be easily cascaded without the need for extra logic gates is \_\_\_\_\_

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- ▶ Using a single comparator
- ▶ Using Iterative Circuit based Comparators
- ▶ Connecting comparators in vertical hierarchy
- ▶ Extra logic gates are always required.

**Question No: 5 (Marks: 1) - Please choose one**

Demultiplexer is also called

- ▶ Data selector
- ▶ Data router
- ▶ Data distributor
- ▶ Data encoder

**Question No: 6 (Marks: 1) - Please choose one**

The operation of J-K flip-flop is similar to that of the SR flip-flop except that the J-K flip-flop \_\_\_\_\_

- ▶ Doesn't have an invalid state
- ▶ Sets to clear when both  $J = 0$  and  $K = 0$
- ▶ It does not show transition on change in pulse
- ▶ It does not accept asynchronous inputs

**Question No: 7 (Marks: 1) - Please choose one**

A positive edge-triggered flip-flop changes its state when \_\_\_\_\_

- ▶ Low-to-high transition of clock
- ▶ High-to-low transition of clock
- ▶ Enable input (EN) is set
- ▶ Preset input (PRE) is set

**Question No: 8 (Marks: 1) - Please choose one**

A flip-flop is connected to +5 volts and it draws 5 mA of current during its operation, the power dissipation of the flip-flop is

- ▶ 10 mW
- ▶ 25 mW
- ▶ 64 mW
- ▶ 1024

**Question No: 9 (Marks: 1) - Please choose one**

\_\_\_\_\_ counters as the name indicates are not triggered simultaneously.

- ▶ Asynchronous
- ▶ Synchronous
- ▶ Positive-Edge triggered
- ▶ Negative-Edge triggered

**Question No: 10 (Marks: 1) - Please choose one**

74HC163 has two enable input pins which are \_\_\_\_\_ and \_\_\_\_\_

- ▶ ENP, ENT
- ▶ ENI, ENC
- ▶ ENP, ENC
- ▶ ENT, ENI

**Question No: 11 (Marks: 1) - Please choose one**

The divide-by-60 counter in digital clock is implemented by using two cascading

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counters:

- ▶ Mod-6, Mod-10
- ▶ Mod-50, Mod-10
- ▶ Mod-10, Mod-50
- ▶ Mod-50, Mod-6

**Question No: 12 (Marks: 1) - Please choose one**

In a state diagram, the transition from a current state to the next state is determined by

- ▶ Current state and the inputs
- ▶ Current state and outputs
- ▶ Previous state and inputs
- ▶ Previous state and outputs

**Question No: 13 (Marks: 1) - Please choose one**

A synchronous decade counter will have \_\_\_\_\_ flip-flops

- ▶ 3
- ▶ 4
- ▶ 7
- ▶ 10

**Question No: 14 (Marks: 1) - Please choose one**

\_\_\_\_\_ is used to minimize the possible no. of states of a circuit.

- ▶ State assignment
- ▶ State reduction
- ▶ Next state table
- ▶ State diagram

**Question No: 15 (Marks: 1) - Please choose one**

A multiplexer with a register circuit converts \_\_\_\_\_

- ▶ Serial data to parallel
- ▶ Parallel data to serial
- ▶ Serial data to serial
- ▶ Parallel data to parallel

**Question No: 16 (Marks: 1) - Please choose one**

The alternate solution for a demultiplexer-register combination circuit is \_\_\_\_\_

- ▶ Parallel in / Serial out shift register
- ▶ Serial in / Parallel out shift register
- ▶ Parallel in / Parallel out shift register
- ▶ Serial in / Serial Out shift register

**Question No: 17 (Marks: 1) - Please choose one**

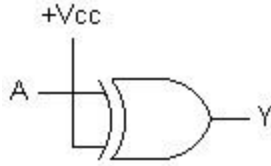
A GAL is essentially a \_\_\_\_\_.

- ▶ Non-reprogrammable PAL
- ▶ PAL that is programmed only by the manufacturer
- ▶ Very large PAL
- ▶ Reprogrammable PAL

**Question No: 18 (Marks: 1) - Please choose one**

The output of this circuit is always \_\_\_\_\_.

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- ▶ 1
- ▶ 0
- ▶ A
- ▶

**Question No: 19 (Marks: 1) - Please choose one**  
DRAM stands for \_\_\_\_\_

- ▶ Dynamic RAM
- ▶ Data RAM
- ▶ Demoduler RAM
- ▶ None of given options

**Question No: 20 (Marks: 1) - Please choose one**  
in \_\_\_\_\_, all the columns in the same row are either read or written.

- ▶ Sequential Access
- ▶ MOS Access
- ▶ FAST Mode Page Access
- ▶ None of given options

**Question No: 21 (Marks: 1) - Please choose one**  
FIFO is an acronym for \_\_\_\_\_

- ▶ First In, First Out
- ▶ Fly in, Fly Out
- ▶ Fast in, Fast Out
- ▶ None of given options

**Question No: 22 (Marks: 1) - Please choose one**  
In order to synchronize two devices that consume and produce data at different rates, we can use \_\_\_\_\_

- ▶ Read Only Memory
- ▶ Fist In First Out Memory
- ▶ Flash Memory
- ▶ Fast Page Access Mode Memory

**Question No: 23 (Marks: 1) - Please choose one**  
A frequency counter \_\_\_\_\_

- ▶ Counts pulse width

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- ▶ Counts no. of clock pulses in 1 second
- ▶ Counts high and low range of given clock pulse
- ▶ None of given options

**Question No: 24 ( Marks: 1 ) - Please choose one**

The sequence of states that are implemented by a n-bit Johnson counter is

- ▶  $n+2$  (n plus 2)
- ▶  $2n$  (n multiplied by 2)
- ▶  $2^n$  (2 raise to power n)
- ▶  $n^2$  (n raise to power 2)

**Question No: 25 ( Marks: 1 ) - Please choose one**

Stack is an acronym for \_\_\_\_\_

- ▶ FIFO memory
- ▶ LIFO memory
- ▶ Flash Memory
- ▶ Bust Flash Memory

**Question No: 26 ( Marks: 1 ) - Please choose one**

The 4-bit 2's complement representation of "+5" is \_\_\_\_\_

- ▶ 1010
- ▶ 1110
- ▶ 1011
- ▶ 0101

**Question No: 27 ( Marks: 2 )**

Explain the erase operation in context of Flash Memory.

**Question No: 28 ( Marks: 2 )**

Explain the difference between 1-to-4 Demultiplexer and 2-to-4 Binary Decoder?

**Question No: 29 ( Marks: 2 )**

Some of the counters (e.g. 74HC163) are called pre-set counters. why?

**Question No: 30 ( Marks: 2 )**

How many bytes will be there in 32 K x 8 memory?

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**Question No: 31 ( Marks: 3 )**

**Differentiate between truth table and next-state table**

**Question No: 32 ( Marks: 3 )**

**Name the three types of errors Analogue to Digital converters exhibit during their conversion operation.**

**Question No: 33 ( Marks: 3 )**

**How can a serial in/parallel out register be used as a serial in/serial out register?**

**Question No: 34 ( Marks: 5 )**

**Explain the implementation of First In First Out (FIFO) Memory by using RAM.**

**Question No: 35 ( Marks: 5 )**

**Explain memory read operation with the help of an example**

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**Question No: 36 (Marks: 5)**

Explain the next-state table with the help of a table for any sequential circuit

eagle - eye

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# CS302-Digital Logic & Design

## FINAL TERM Solved MCQS

Prepared by: JUNAID MALIK

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## Question No: 1

The minimum time for which the input signal has to be maintained at the input of flip-flop is called \_\_\_\_\_ of the flip-flop.

- ▶ Set-up time
- ▶ **Hold time (Page 242)**
- ▶ Pulse Interval time
- ▶ Pulse Stability time (PST)

## Question No: 2

74HC163 has two enable input pins which are \_\_\_\_\_ and \_\_\_\_\_

- ▶ **ENP, ENT (Page 285)**
- ▶ ENI, ENC
- ▶ ENP, ENC
- ▶ ENT, ENI

## Question No: 3

\_\_\_\_\_ is said to occur when multiple internal variables change due to change in one input variable

- ▶ Clock Skew
- ▶ **Race condition (Page 267)**
- ▶ Hold delay
- ▶ Hold and Wait

## Question No: 4

The \_\_\_\_\_ input overrides the \_\_\_\_\_ input

- ▶ **Asynchronous, synchronous (Page 369)**
- ▶ Synchronous, asynchronous
- ▶ Preset input (PRE), Clear input (CLR)
- ▶ Clear input (CLR), Preset input (PRE)

## Question No: 5

A decade counter is \_\_\_\_\_.

- ▶ Mod-3 counter
- ▶ Mod-5 counter
- ▶ Mod-8 counter
- ▶ **Mod-10 counter (Page 274)**

## Question No: 6

In asynchronous transmission when the transmission line is idle, \_\_\_\_\_

- ▶ It is set to logic low
- ▶ **It is set to logic high (Page 356)**
- ▶ Remains in previous state
- ▶ State of transmission line is not used to start transmission

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## Question No: 7 ( Marks: 1 ) - Please choose one

A 8-bit serial in / parallel out shift register contains the value "8", \_\_\_\_\_ clock signal(s) will be required to shift the value completely out of the register.

- ▶ 1
- ▶ 2
- ▶ 4

▶ **8 (Page 356)**

## Question No: 8

In a sequential circuit the next state is determined by \_\_\_\_\_ and \_\_\_\_\_

- ▶ State variable, current state
- ▶ Current state, flip-flop output
- ▶ **Current state and external input (Page 318)**
- ▶ Input and clock signal applied

## Question No: 9

The divide-by-60 counter in digital clock is implemented by using two cascading counters:

- ▶ **Mod-6, Mod-10 (Page 299)**
- ▶ Mod-50, Mod-10
- ▶ Mod-10, Mod-50
- ▶ Mod-50, Mod-6

## Question No: 10

In NOR gate based S-R latch if both S and R inputs are set to logic 0, the previous output state is maintained.

- ▶ **True (Page 221)**
- ▶ False

## Question No: 11

A Nibble consists of \_\_\_\_\_ bits

- ▶ 2
- ▶ **4 (Page 394)**
- ▶ 8
- ▶ 16

## Question No: 12

Excess-8 code assigns \_\_\_\_\_ to "-8"

- ▶ 1110
- ▶ 1100
- ▶ 1000
- ▶ **0000 (Page 34)**

## Question No: 13

The voltage gain of the Inverting Amplifier is given by the relation \_\_\_\_\_

- ▶  **$V_{out} / V_{in} = - R_f / R_i$  (Page 446)**
- ▶  $V_{out} / R_f = - V_{in} / R_i$
- ▶  $R_f / V_{in} = - R_i / V_{out}$
- ▶  $R_f / V_{in} = R_i / V_{out}$

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## Question No: 14

LUT is acronym for \_\_\_\_\_

- ▶ **Look Up Table (Page 439)**
- ▶ Local User Terminal
- ▶ Least Upper Time Period
- ▶ None of given options

## Question No: 15

The three fundamental gates are \_\_\_\_\_

- ▶ AND, NAND, XOR
- ▶ OR, AND, NAND
- ▶ NOT, NOR, XOR
- ▶ **NOT, OR, AND (Page 40)**

## Question No: 16

The total amount of memory that is supported by any digital system depends upon \_\_\_\_\_

- ▶ The organization of memory
- ▶ The structure of memory
- ▶ The size of decoding unit
- ▶ **The size of the address bus of the microprocessor (Page 430)**

## Question No: 17

Stack is an acronym for \_\_\_\_\_

- ▶ FIFO memory
- ▶ **LIFO memory (Page 429)**
- ▶ Flash Memory
- ▶ Bust Flash Memory

## Question No: 18

Addition of two octal numbers “36” and “71” results in \_\_\_\_\_

- ▶ 213
- ▶ 123
- ▶ **127**
- ▶ 345

## Question No: 19

\_\_\_\_\_ is one of the examples of synchronous inputs.

- ▶ **J-K input (Page 235)**
- ▶ EN input
- ▶ Preset input (PRE)
- ▶ Clear Input (CLR)

## Question No: 20

\_\_\_\_\_ occurs when the same clock signal arrives at different times at different clock inputs due to propagation delay.

- ▶ Race condition
- ▶ **Clock Skew (Page 226)**

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- ▶ Ripple Effect
- ▶ None of given options

## Question No: 22

In a state diagram, the transition from a current state to the next state is determined by

▶ **Current state and the inputs (Page 332)**

- ▶ Current state and outputs
- ▶ Previous state and inputs
- ▶ Previous state and outputs

## Question No: 23

\_\_\_\_\_ is used to simplify the circuit that determines the next state.

- ▶ State diagram
- ▶ Next state table
- ▶ State reduction

▶ **State assignment (Page 335)**

## Question No: 24

Assume that a 4-bit serial in/serial out shift register is initially clear. We wish to store the nibble 1100. What will be the 4-bit pattern after the second clock pulse? (Right-most bit first.)

- ▶ 1100
- ▶ 0011
- ▶ 0000
- ▶ 1111

## Question No: 25

The operation of J-K flip-flop is similar to that of the SR flip-flop except that the J-K flip-flop \_\_\_\_\_

▶ **Doesn't have an invalid state (Page 232)**

- ▶ Sets to clear when both  $J = 0$  and  $K = 0$
- ▶ It does not show transition on change in pulse
- ▶ It does not accept asynchronous inputs

## Question No: 26

A multiplexer with a register circuit converts \_\_\_\_\_

▶ Serial data to parallel

▶ **Parallel data to serial (Page 356)**

- ▶ Serial data to serial
- ▶ Parallel data to parallel

## Question No: 27

GAL is essentially a \_\_\_\_\_.

- ▶ Non-reprogrammable PAL
- ▶ PAL that is programmed only by the manufacturer
- ▶ Very large PAL

▶ **Reprogrammable PAL (Page 183)**

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## Question No: 28

in \_\_\_\_\_, all the columns in the same row are either read or written.

- ▶ Sequential Access
- ▶ MOS Access
- ▶ **FAST Mode Page Access (Page 413)**
- ▶ None of given options

## Question No: 29

In order to synchronize two devices that consume and produce data at different rates, we can use \_\_\_\_\_

- ▶ Read Only Memory
- ▶ **Fist In First Out Memory (Page 425)**
- ▶ Flash Memory
- ▶ Fast Page Access Mode Memory

## Question No: 30

A flip-flop changes its state when \_\_\_\_\_

- ▶ **Low-to-high transition of clock (Page 228)**
- ▶ High-to-low transition of clock
- ▶ Enable input (EN) is set
- ▶ Preset input (PRE) is set

## Question No: 31

A frequency counter \_\_\_\_\_

- ▶ Counts pulse width
- ▶ **Counts no. of clock pulses in 1 second (Page 301)**
- ▶ Counts high and low range of given clock pulse
- ▶ None of given options

## Question No: 32

In a sequential circuit the next state is determined by \_\_\_\_\_ and \_\_\_\_\_

- ▶ State variable, current state
- ▶ Current state, flip-flop output
- ▶ Current state and external input
- ▶ **Input and clock signal applied (Page 305)**

## Question No: 33

Flip flops are also called \_\_\_\_\_

- ▶ Bi-stable dualvibrators
- ▶ Bi-stable transformer
- ▶ **Bi-stable multivibrators (Page 228)**
- ▶ Bi-stable singlevibrators

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## Question No: 36

Given the state diagram of an up/down counter, we can find \_\_\_\_\_

- ▶ **The next state of a given present state (Page 371)**
- ▶ The previous state of a given present state
- ▶ Both the next and previous states of a given state
- ▶ The state diagram shows only the inputs/outputs of a given states

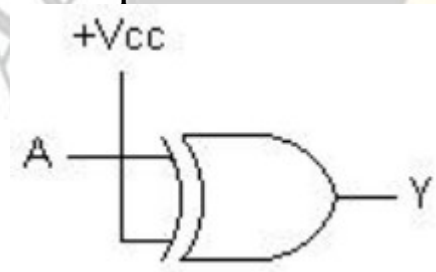
## Question No: 38

A Nibble consists of \_\_\_\_\_ bits

- ▶ 2
- ▶ **4 (Page 394)**
- ▶ 8
- ▶ 16

## Question No: 39

The output of this circuit is always \_\_\_\_\_.



- ▶ 1
- ▶ 0
- ▶ **A**
- ▶  $\bar{A}$

## Question No: 40

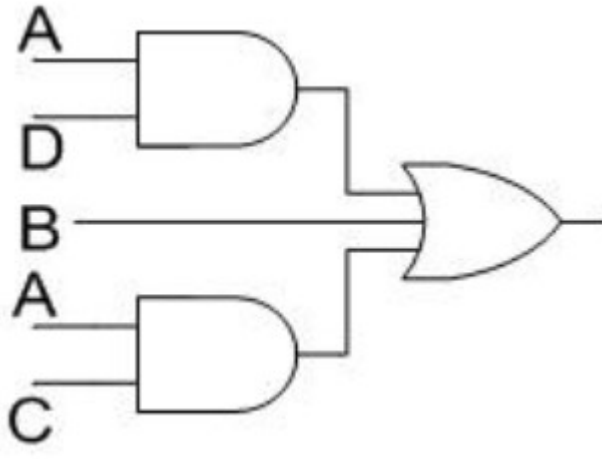
A logic circuit with an output  $X = \bar{A}BC + A\bar{B}$  consists of \_\_\_\_\_.

- ▶ two AND gates, two OR gates, two inverters
- ▶ three AND gates, two OR gates, one inverter
- ▶ **two AND gates, one OR gate, two inverters (Lecture 8)**
- ▶ two AND gate, one OR gate

## Question No: 41

The diagram given below represents \_\_\_\_\_

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- ▶ Demorgans law
- ▶ Associative law
- ▶ Product of sum form
- ▶ **Sum of product form (Page 78)**

## Question No: 42

The voltage gain of the Inverting Amplifier is given by the relation \_\_\_\_\_

- ▶  **$V_{out} / V_{in} = - R_f / R_i$  (Page 446)**
- ▶  $V_{out} / R_f = - V_{in} / R_i$
- ▶  $R_f / V_{in} = - R_i / V_{out}$
- ▶  $R_f / V_{in} = R_i / V_{out}$

## Question No: 43

DRAM stands for \_\_\_\_\_

- ▶ **Dynamic RAM (Page 407)**
- ▶ Data RAM
- ▶ Demodulator RAM
- ▶ None of given options

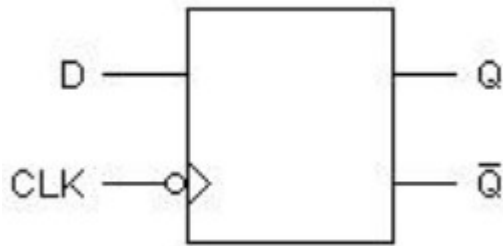
## Question No: 44

The three fundamental gates are \_\_\_\_\_

- ▶ AND, NAND, XOR
- ▶ OR, AND, NAND
- ▶ NOT, NOR, XOR
- ▶ **NOT, OR, AND (Page 40)**

## Question No: 45

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Which of the following statement is true regarding above block diagram?

- ▶ Triggering takes place on the negative-going edge of the CLK pulse
- ▶ Triggering takes place on the positive-going edge of the CLK pulse
- ▶ Triggering can take place anytime during the HIGH level of the CLK waveform
- ▶ Triggering can take place anytime during the LOW level of the CLK waveform

**Question No: 46**

The expression  $F=A+B+C$  describes the operation of three bits \_\_\_\_\_ Gate.

▶ **OR (Page 42)**

- ▶ AND
- ▶ NOT
- ▶ NAND

**Question No: 47**

Addition of two octal numbers “36” and “71” results in \_\_\_\_\_

- ▶ 213
- ▶ 123
- ▶ **127**
- ▶ 345

**Question No: 48**

The ANSI/IEEE Standard 754 defines a \_\_\_\_\_ Single-Precision Floating Point format for binary numbers.

- ▶ 8-bit
- ▶ 16-bit
- ▶ **32-bit (Page 25)**
- ▶ 64-bit

**Question No: 49**

The decimal “17” in BCD will be represented as \_\_\_\_\_

- ▶ 11101
- ▶ 11011
- ▶ **10111 (According to rule)**
- ▶ 11110

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## Question No: 50

The basic building block for a logical circuit is \_\_\_\_\_

- ▶ A Flip-Flop
- ▶ **A Logical Gate (Page 7)**
- ▶ An Adder
- ▶ None of given options

## Question No: 51

The output of the expression  $F=A.B.C$  will be Logic \_\_\_\_\_ when  $A=1, B=0, C=1$ .

- ▶ Undefined
- ▶ One
- ▶ **Zero (According to rule)**
- ▶ No Output as input is invalid.

## Question No: 52

\_\_\_\_\_ is invalid number of cells in a single group formed by the adjacent cells in K-map

- ▶ 2
- ▶ 8
- ▶ **12 (According to rule " $2^n$ ")**
- ▶ 16

## Question No: 53

The PROM consists of a fixed non-programmable \_\_\_\_\_ Gate array configured as a decoder.

- ▶ **AND (Page 182)**
- ▶ OR
- ▶ NOT
- ▶ XOR

## Question No: 54

\_\_\_\_\_ is one of the examples of asynchronous inputs. ▶ J-K input

- ▶ S-R input
- ▶ D input

- ▶ **Clear Input (CLR) (Page 235)**

## Question No: 55

Consider an up/down counter that counts between 0 and 15, if external input(X) is "0" the counter counts upward (0000 to 1111) and if external input (X) is "1" the counter counts downward (1111 to 0000), now suppose that the present state is "1100" and  $X=1$ , the next state of the counter will be

- ▶ 0000
- ▶ **1101 (not sure)**
- ▶ 1011
- ▶ 1111

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## Question No: 56

In a state diagram, the transition from a current state to the next state is determined by

▶ **Current state and the inputs (Page 232)**

- ▶ Current state and outputs
- ▶ Previous state and inputs
- ▶ Previous state and outputs

## Question No: 57

\_\_\_\_\_ is used to minimize the possible no. of states of a circuit.

▶ **State assignment (Page 341)**

- ▶ State reduction
- ▶ Next state table
- ▶ State diagram

## Question No: 59

The best state assignment tends to \_\_\_\_\_.

▶ **Maximizes the number of state variables that don't change in a group of related states (Page 337)**

- ▶ Minimizes the number of state variables that don't change in a group of related states
- ▶ Minimize the equivalent states
- ▶ None of given options

## Question No: 60

5-bit Johnson counter sequences through \_\_\_\_\_ states

- ▶ 7
- ▶ **10 (Page 354)**
- ▶ 32
- ▶ 25

## Question No: 61

The address from which the data is read, is provided by \_\_\_\_\_

- ▶ Depends on circuitry
- ▶ None of given options
- ▶ RAM
- ▶ **Microprocessor (Page 397)**

## Question No: 62

FIFO is an acronym for \_\_\_\_\_

- ▶ **First In, First Out (Page 424)**
- ▶ Fly in, Fly Out
- ▶ Fast in, Fast Out
- ▶ None of given options

## Question No: 63

The voltage gain of the Inverting Amplifier is given by the relation \_\_\_\_\_

▶  **$V_{out} / V_{in} = - R_f / R_i$  (Page 446)**

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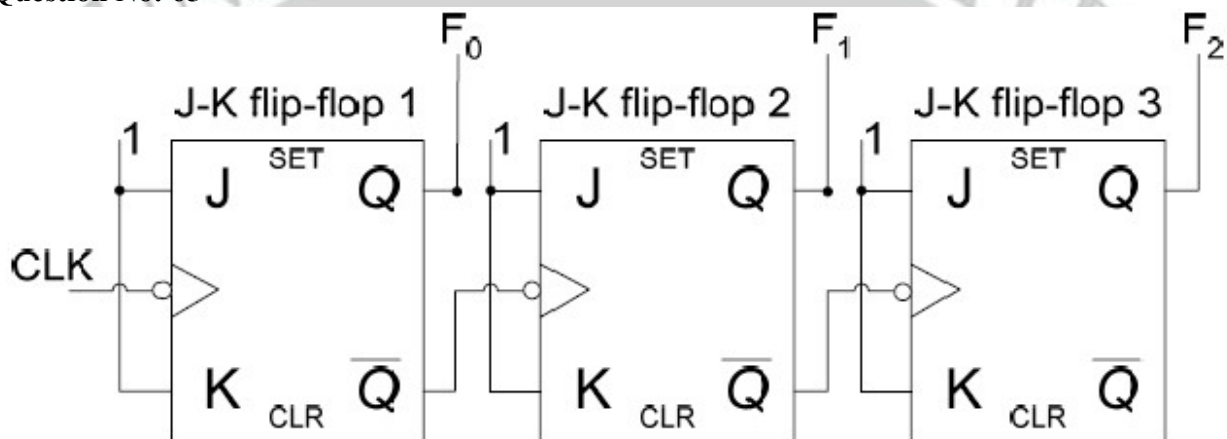
- ▶  $V_{out} / R_f = - V_{in} / R_i$
- ▶  $R_f / V_{in} = - R_i / V_{out}$
- ▶  $R_f / V_{in} = R_i / V_{out}$

## Question No: 64

\_\_\_\_\_ of a D/A converter is determined by comparing the actual output of a D/A converter with the expected output.

- ▶ Resolution
- ▶ **Accuracy (Page 460)**
- ▶ Quantization
- ▶ Missing Code

## Question No: 65



Above is the circuit diagram of \_\_\_\_\_.

- ▶ **Asynchronous up-counter (Page 270)**
- ▶ Asynchronous down-counter
- ▶ Synchronous up-counter
- ▶ Synchronous down-counter

## Question No: 66

The sequence of states that are implemented by a n-bit Johnson counter is

- ▶  $n+2$  (n plus 2)
- ▶  **$2n$  (n multiplied by 2) (Page 354)**
- ▶  $2^n$  (2 raise to power n)
- ▶  $n^2$  (n raise to power 2)

## Question No: 67

"A + B = B + A" is \_\_\_\_\_

- ▶ Demorgan's Law
- ▶ Distributive Law
- ▶ **Commutative Law (Page 72)**
- ▶ Associative Law

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## Question No: 68

Following is standard POS expression

$$(A + \bar{B} + C + \bar{D})(A + \bar{B} + C + D)(A + B + \bar{C} + \bar{D})(A + B + C + \bar{D})(A + \bar{B} + \bar{C} + D)$$

▶ **True (Lecture 9)**

▶ False

## Question No: 69

An alternate method of implementing Comparators which allows the Comparators to be easily cascaded without the need for extra logic gates is \_\_\_\_\_

▶ Using a single comparator

▶ **Using Iterative Circuit based Comparators (Page 155)**

▶ Connecting comparators in vertical hierarchy

▶ Extra logic gates are always required.

## Question No: 70

DE multiplexer is also called

▶ Data selector

▶ Data router

▶ **Data distributor (Page 178)**

▶ Data encoder

## Question No: 71

A flip-flop is connected to +5 volts and it draws 5 mA of current during its operation, the power dissipation of the flip-flop is

▶ 10 mW

▶ **25 mW (Page 242)**

▶ 64 mW

▶ 1024

## Question No: 72

Counters as the name indicates are not triggered simultaneously.

▶ **Asynchronous (Page 269)**

▶ Synchronous

▶ Positive-Edge triggered

▶ Negative-Edge triggered

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## Question No: 74

In a state diagram, the transition from a current state to the next state is determined by

▶ **Current state and the inputs (Page 332)**

- ▶ Current state and outputs
- ▶ Previous state and inputs
- ▶ Previous state and outputs

## Question No: 75

A synchronous decade counter will have \_\_\_\_\_ flip-flops

▶ 3

▶ **4 (Page 281)**

- ▶ 7
- ▶ 10

## Question No: 76

The alternate solution for a demultiplexer-register combination circuit is \_\_\_\_\_

- ▶ Parallel in / Serial out shift register
- ▶ **Serial in / Parallel out shift register (Page 356)**
- ▶ Parallel in / Parallel out shift register
- ▶ Serial in / Serial Out shift register

## Question No: 77

The 4-bit 2's complement representation of "+5" is \_\_\_\_\_

- ▶ 1010
- ▶ 1110
- ▶ 1011
- ▶ **0101 (Page 22)**

## Question No: 78

The storage cell in SRAM is

- ▶ a flip-flop
- ▶ **a capacitor (Page 407)**
- ▶ a fuse
- ▶ a magnetic domain

## Question No: 79

What is the difference between a D latch and a D flip-flop?

- ▶ The D latch has a clock input.
- ▶ The D flip-flop has an enable input.
- ▶ The D latch is used for faster operation.
- ▶ **The D flip-flop has a clock input.**

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Question No: 80

For a positive edge-triggered J-K flip-flop with both J and K HIGH, the outputs Will if the clock goes HIGH.

- ▶ toggle
- ▶ set
- ▶ reset
- ▶ not change

Question No: 81

The OR gate performs Boolean \_\_\_\_\_.

- ▶ multiplication
- ▶ subtraction
- ▶ division
- ▶ addition (Page 42)

Question No: 82

If an S-R latch has a 1 on the S input and a 0 on the R input and then the S input goes to 0, the latch will be

- ▶ set (Page 219)
- ▶ reset
- ▶ invalid
- ▶ clear

Question No: 83

Determine the values of A, B, C, and D that make the sum term  $A(\bar{A}) + B + C(\bar{C}) + D$  equal to zero.

- ▶ A = 1, B = 0, C = 0, D = 0
- ▶ A = 1, B = 0, C = 1, D = 0 (Lecture 8)
- ▶ A = 0, B = 1, C = 0, D = 0
- ▶ A = 1, B = 0, C = 1, D = 1

Question No: 84

The power dissipation,  $P_D$ , of a logic gate is the product of the

- ▶ dc supply voltage and the peak current
- ▶ dc supply voltage and the average supply current
- ▶ ac supply voltage and the peak current
- ▶ ac supply voltage and the average supply current

Question No: 85

A Karnaugh map is similar to a truth table because it presents all the possible values of input variables and the resulting output of each value.

- ▶ True
- ▶ False

Question No: 86

NOR Gate can be used to perform the operation of AND, OR and NOT Gate

- ▶ True (Page 50)
- ▶ False

Question No: 87

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Using multiplexer as parallel to serial converter requires \_\_\_\_\_ connected to the multiplexer

▶ A parallel to serial converter circuit (Page 244)

- ▶ A counter circuit
- ▶ A BCD to Decimal decoder
- ▶ A 2-to-8 bit decoder

Question No: 88

The 3-variable Karnaugh Map (K-Map) has \_\_\_\_\_ cells for min or max terms

▶ 4

▶ 8 (Page 89)

- ▶ 12
- ▶ 16

Question No: 89

In designing any counter the transition from a current state to the next state is determined by

▶ Current state and inputs (Page 332)

- ▶ Only inputs
- ▶ Only current state
- ▶ current state and outputs

Question No: 90

Sum term (Max term) is implemented using \_\_\_\_\_ gates

▶ OR (Page 78)

- ▶ AND
- ▶ NOT
- ▶ OR-AND

Question No: 91

AT  $T_0$  THE VALUE STORED IN A 4-BIT LEFT SHIFT WAS "1". WHAT WILL BE THE VALUE OF REGISTER AFTER THREE CLOCK PULSES?

▶ 2

▶ 4

▶ 6

▶ 8 (not sure)

Question No: 93

If  $S=1$  and  $R=0$ , then  $Q(t+1) =$  \_\_\_\_\_ for positive edge triggered flip-flop

▶ 0

▶ 1 (Page 230)

- ▶ Invalid
- ▶ Input is invalid

Question No: 94

If  $S=1$  and  $R=1$ , then  $Q(t+1) =$  \_\_\_\_\_ for negative edge triggered flip-flop

▶ 0

▶ 1

▶ Invalid (Page 233)

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- ▶ Input is invalid

## Question No: 95

We have a digital circuit. Different parts of circuit operate at different clock frequencies (4MHZ, 2MHz and 1MHZ), but we have a single clock source having a fix clock frequency (4MHZ), we can get help

- ▶ Using S-R Flop-Flop
- ▶ D-flipflop
- ▶ **J-K flip-flop (Page 252)**
- ▶ T-Flip-Flop

## Question No: 96

A counter is implemented using three (3) flip-flops, possibly it will have \_\_\_\_\_ maximum output status.

- ▶ 3
- ▶ 7
- ▶ **8 (Page 272)**
- ▶ 15

## Question No: 97

In \_\_\_\_\_ Q output of the last flip-flop of the shift register is connected to the data input of the first flip-flop of the shift register.

- ▶ Moore machine
- ▶ Meally machine
- ▶ Johnson counter
- ▶ **Ring counter (Page 355)**

## Question No: 98

The \_\_\_\_\_ of a ROM is the time it takes for the data to appear at the Data Output of the ROM chip after an address is applied at the address input lines

- ▶ Write Time
- ▶ Recycle Time
- ▶ Refresh Time
- ▶ **Access Time (Page 417)**

## Question No: 99

Bi-stable devices remain in either of their \_\_\_\_\_ states unless the inputs force the device to switch its state

- ▶ Ten
- ▶ Eight
- ▶ Three
- ▶ **Two (Page 262)**

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## Question No: 101

A full-adder has a  $C_{in} = 0$ . What are the sum ( $\Sigma$ ) and the carry (Cout) when  $A = 1$  and  $B = 1$ ?

- ▶  $\Sigma = 0$ , Cout = 0
- ▶  **$\Sigma = 0$ , Cout = 1 (Page 135)**
- ▶  $\Sigma = 1$ , Cout = 0
- ▶  $\Sigma = 1$ , Cout = 1

## Question No: 102

THE GLITCHES DUE TO RACE CONDITION CAN BE AVOIDED BY USING A \_\_\_\_\_

- ▶ GATED FLIP-FLOPS
- ▶ PULSE TRIGGERED FLIP-FLOPS
- ▶ POSITIVE-EDGE TRIGGERED FLIP-FLOPS
- ▶ **NEGATIVE-EDGE TRIGGERED FLIP-FLOPS (Page 267)**

## Question No: 103

The design and implementation of synchronous counters start from \_\_\_\_\_

- ▶ Truth table
- ▶ k-map
- ▶ state table
- ▶ **state diagram (Page 319)**

## Question No: 104

THE HOURS COUNTER IS IMPLEMENTED USING \_\_\_\_\_

- ▶ ONLY A SINGLE MOD-12 COUNTER IS REQUIRED
- ▶ MOD-10 AND MOD-6 COUNTERS
- ▶ MOD-10 AND MOD-2 COUNTERS
- ▶ **A SINGLE DECADE COUNTER AND A FLIP-FLOP (Page 299)**

## Question No: 105 ( Marks: 1 ) - Please choose one

The high density FLASH memory cell is implemented using \_\_\_\_\_

- ▶ **1 floating-gate MOS transistor (Page 419)**
- ▶ 2 floating-gate MOS transistors
- ▶ 4 floating-gate MOS transistors
- ▶ 6 floating-gate MOS transistors

## Question No: 106 ( Marks: 1 ) - Please choose one

$Q2 := Q1 \text{ OR } X \text{ OR } Q3$  The above ABEL expression will be

- ▶  $Q2 := Q1 \ \$ \ X \ \$ \ Q3$
- ▶  **$Q2 := Q1 \ \# \ X \ \# \ Q3$  (Page 210)**
- ▶  $Q2 := Q1 \ \& \ X \ \& \ Q3$
- ▶  $Q2 := Q1 \ ! \ X \ ! \ Q3$

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**Question No: 107**

Generally, the Power dissipation of \_\_\_\_\_ devices remains constant throughout their operation.

▶ **TTL (Page 65)**

- ▶ CMOS 3.5 series
- ▶ CMOS 5 Series
- ▶ Power dissipation of all circuits increases with time.

**Question No: 108**

When the control line in tri-state buffer is high the buffer operates like a \_\_\_\_\_ gate

- ▶ AND
- ▶ OR
- ▶ **NOT (Page 196)**
- ▶ XOR

**Question No: 109**

3.3 v CMOS series is characterized by \_\_\_\_\_ and \_\_\_\_\_ as compared to the 5 v CMOS series.

- ▶ Low switching speeds, high power dissipation
- ▶ Fast switching speeds, high power dissipation
- ▶ **Fast switching speeds, very low power dissipation (Page 61)**
- ▶ Low switching speeds, very low power dissipation

**Question No:110**

The output of an AND gate is one when \_\_\_\_\_

- ▶ **All of the inputs are one (Page 40)**
- ▶ Any of the input is one
- ▶ Any of the input is zero
- ▶ All the inputs are zero

**Question No: 111**

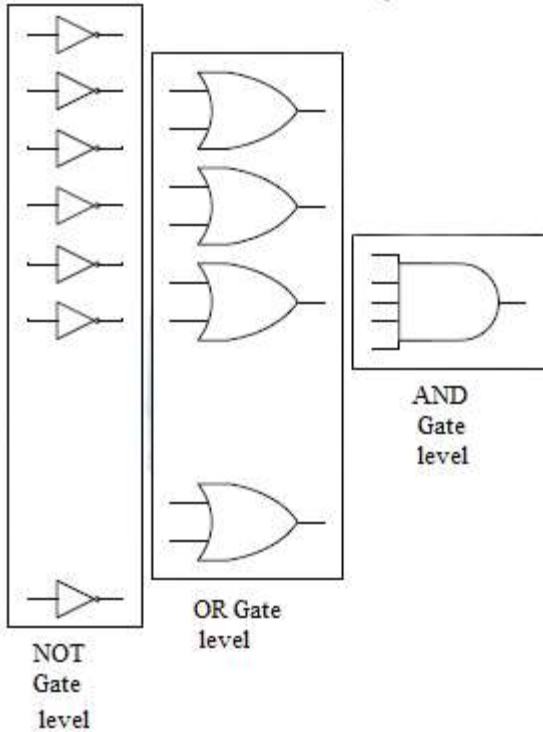
The binary numbers  $A = 1100$  and  $B = 1001$  are applied to the inputs of a comparator. What are the output levels?

- ▶  $A > B = 1, A < B = 0, A = B = 1$
- ▶  $A > B = 0, A < B = 1, A = B = 0$
- ▶  **$A > B = 1, A < B = 0, A = B = 0$  (Page 109)**
- ▶  $A > B = 0, A < B = 1, A = B = 1$

**Question No:112**

The diagram above shows the general implementation of \_\_\_\_\_ form

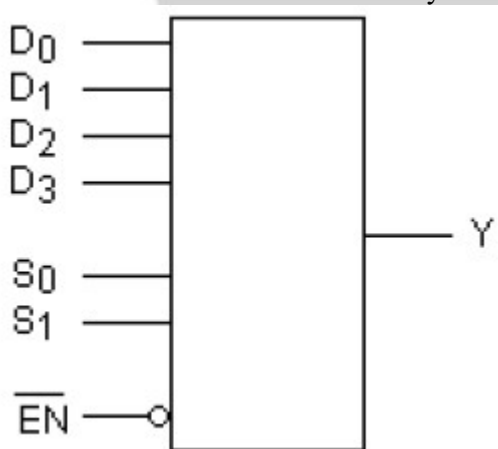
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- ▶ boolean
- ▶ arbitrary
- ▶ POS (Page 122)
- ▶ SOP

## Question No: 113

The device shown here is most likely a



- ▶ Comparator
- ▶ Multiplexer
- ▶ Demultiplexer
- ▶ Parity generator

## Question No: 114

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DE multiplexer converts \_\_\_\_\_ data to \_\_\_\_\_ data

- ▶ Parallel data, serial data
- ▶ **Serial data, parallel data (Page 356)**
- ▶ Encoded data, decoded data
- ▶ All of the given options.

## Question No:115

If  $S=1$  and  $R=0$ , then  $Q(t+1) =$  \_\_\_\_\_ for positive edge triggered flip-flop

- ▶ 0
- ▶ **1 (Page 230)**
- ▶ Invalid
- ▶ Input is invalid

## Question No: 116

If  $S=1$  and  $R=1$ , then  $Q(t+1) =$  \_\_\_\_\_ for negative edge triggered flip-flop

- ▶ 0
- ▶ 1
- ▶ **Invalid (Page 230)**
- ▶ Input is invalid

## Question No: 119

In asynchronous digital systems all the circuits change their state with respect to a common clock

- ▶ True
- ▶ **False (Page 245)**

## Question No: 201

A flip-flop is connected to +5 volts and it draws 5 mA of current during its operation, the power dissipation of the flip-flop is

- ▶ 10 mW
- ▶ **25 mW (Page 242)**
- ▶ 64 mW
- ▶ 1024

## Question No: 202

A divide-by-50 counter divides the input \_\_\_\_\_ signal to a 1 Hz signal.

- ▶ 10 Hz
- ▶ **50 Hz (Page 298)**
- ▶ 100 Hz
- ▶ 500 Hz

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## Question No: 203

The design and implementation of synchronous counters start from \_\_\_\_\_

- ▶ Truth table
- ▶ k-map
- ▶ state table
- ▶ **state diagram (Page 319)**

## Question No: 204

In \_\_\_\_\_ the output of the last flip-flop of the shift register is connected to the data input of the first flip-flop. ▶ Moore machine

- ▶ Mealy machine
- ▶ **Johnson counter (Page 354)**
- ▶ Ring counter Q

## Question No: 205

Which is not characteristic of a shift register?

- ▶ **Serial in/parallel in (Page 346)**
- ▶ Serial in/parallel out
- ▶ Parallel in/serial out
- ▶ Parallel in/parallel out

## Question No: 206

NOR Gate can be used to perform the operation of AND, OR and NOT Gate

- ▶ FALSE
- ▶ **TRUE (Page 250)**

## Question No: 207

The output of an XNOR gate is 1 when \_\_\_\_\_ I) All the inputs are zero II) Any of the inputs is zero III) Any of the inputs is one IV) All the inputs are one

- ▶ I Only
- ▶ IV Only
- ▶ I and IV only
- ▶ **II and III only (Page 53)**

## Question No: 208

NAND gate is formed by connecting \_\_\_\_\_

- ▶ **AND Gate and then NOT Gate (Page 45)**
- ▶ NOT Gate and then AND Gate
- ▶ AND Gate and then OR Gate
- ▶ OR Gate and then AND Gate

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## Question No: 209

Consider  $A=1, B=0, C=1$ . A, B and C represent the input of three bit NAND gate the output of the NAND gate will be \_\_\_\_\_

- ▶ Zero
- ▶ **One (Page 46)**
- ▶ Undefined
- ▶ No output as input is invalid

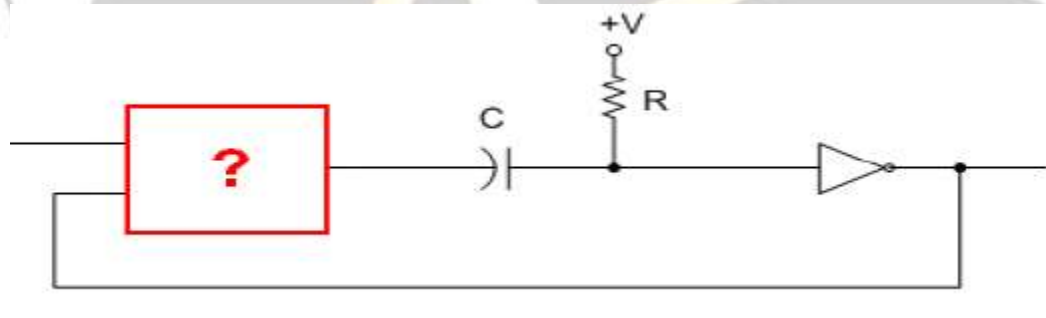
## Question No: 210

The capability that allows the PLDs to be programmed after they have been installed on a circuit board is called \_\_\_\_\_

- ▶ Radiation-Erase programming method (REPM)
- ▶ **In-System Programming (ISP) (Page 194)**
- ▶ In-chip Programming (ICP)
- ▶ Electronically-Erase programming method (EEPROM)

## Question No: 211

Following is the circuit diagram of mono-stable device which gate will be replaced by the red colored rectangle in the circuit.



- ▶ AND
- ▶ NAND
- ▶ NOR
- ▶ **XNOR (Page 262)**

## Question No: 212

In \_\_\_\_\_ outputs depend only on the combination of current state and inputs.

- ▶ **Mealy machine (Page 332)**
- ▶ Moore Machine
- ▶ State Reduction table
- ▶ State Assignment table

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## Question No: 213

In the following statement Z PIN 20 ISTYPE „reg.invert“;

The keyword “reg.invert” indicates \_\_\_\_\_

- ▶ An inverted register input
- ▶ An inverted register input at pin 20
- ▶ Active-high Registered Mode output
- ▶ **Active-low Registered Mode output (Page 360)**

## Question No: 214

A Nibble consists of \_\_\_\_\_ bits

- ▶ 2
- ▶ **4 (Page 394)**
- ▶ 8
- ▶ 16

## Question No: 215

A bidirectional 4-bit shift register is storing the nibble 1110. Its input is LOW. The nibble 0111 is waiting to entered on the serial data-input line. After two clock pulses, the shift register is storing \_\_\_\_\_.

- ▶ 1110
- ▶ 0111
- ▶ 1000
- ▶ **1001**

## Question No: 216

In order to synchronize two devices that consume and produce data at different rates, we can use \_\_\_\_\_

- ▶ Read Only Memory
- ▶ **Fist In First Out Memory (Page 425)**
- ▶ Flash Memory
- ▶ Fast Page Access Mode Memory

## Question No: 217

If the FIFO Memory output is already filled with data then \_\_\_\_\_

- ▶ It is locked; no data is allowed to enter
- ▶ It is not locked; the new data overwrites the previous data.
- ▶ Previous data is swapped out of memory and new data enters
- ▶ **None of given options**

## Question No: 218

The process of converting the analogue signal into a digital representation (code) is known as \_\_\_\_\_

- ▶ Strobing
- ▶ Amplification
- ▶ **Quantization (Page 445)**
- ▶ Digitization

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**Question No: 219**

$$(A + B)(A + \bar{B} + C)(\bar{A} + C)$$

is an example of

▶ **Product of sum form (Page 77)**

- ▶ Sum of product form
- ▶ Demorgans law
- ▶ Associative law

**Question No: 220**

Q2 := Q1 OR X OR Q3 The above ABEL expression will be

▶ Q2 := Q1 \$ X \$ Q3

▶ **Q2 := Q1 # X # Q3 (Page 210)**

▶ Q2 := Q1 & X & Q3

▶ Q2 := Q1 ! X ! Q3

**Question No: 221**

Caveman number system is Base \_\_\_\_\_ number system ▶ 2

▶ **5 (Page 11)**

- ▶ 10
- ▶ 16

**Question No: 222**

The output of an XOR gate is zero (0) when \_\_\_\_\_

I) All the inputs are zero

II) Any of the inputs is zero

III) Any of the inputs is one

IV) All the inputs are one

- ▶ I Only
- ▶ IV Only

▶ **I and IV only (Page 53)**

▶ II and III only

**Question No: 223**

The simplest and most commonly used Decoders are the \_\_\_\_\_ Decoders

▶ **n to 2n (Page 158)**

- ▶ (n-1) to 2n
- ▶ (n-1) to (2n-1)
- ▶ n to 2n-1

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## Question No: 224

The \_\_\_\_\_ Encoder is used as a keypad encoder.

- ▶ 2-to-8 encoder
- ▶ 4-to-16 encoder
- ▶ BCD-to-Decimal

▶ **Decimal-to-BCD Priority (Page 166)**

## Question No: 225

3-to-8 decoder can be used to implement Standard SOP and POS Boolean expressions

▶ **True (Page 161)**

▶ False

## Question No: 226

If  $S=1$  and  $R=0$ , then  $Q(t+1) = \underline{\hspace{2cm}}$  for positive edge triggered flip-flop

▶ 0

▶ **1 (Page 230)**

▶ Invalid

▶ Input is invalid

## Question No: 227

If the S and R inputs of the gated S-R latch are connected together using a \_\_\_\_\_ gate then there is only a single input to the latch. The input is represented by D instead of S or R (A gated D-Latch)

▶ AND

▶ OR

▶ **NOT (Page 226)**

▶ XOR

## Question No: 228

The low to high or high to low transition of the clock is considered to be a(n) \_\_\_\_\_

▶ State

▶ **Edge (Page 228)**

▶ Trigger

▶ One-shot

## Question No: 230

RCO Stands for \_\_\_\_\_

▶ Reconfiguration Counter Output

▶ Reconfiguration Clock Output

▶ Ripple Counter Output

▶ **Ripple Clock Output (Page 285)**

## Question No: 231

A transparent mode means \_\_\_\_\_

▶ **The changes in the data at the inputs of the latch are seen at the output (Page 245)**

▶ The changes in the data at the inputs of the latch are not seen at the output

▶ Propagation Delay is zero (Output is immediately changed when clock signal is applied)

▶ Input Hold time is zero (no need to maintain input after clock transition)

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## Question No: 232

In \_\_\_\_\_ outputs depend only on the current state.

- ▶ Mealy machine
- ▶ **Moore Machine (Page 332)**
- ▶ State Reduction table
- ▶ State Assignment table

## Question No: 233

Smallest unit of binary data is a \_\_\_\_\_

- ▶ **Bit (Page 394)**
- ▶ Nibble
- ▶ Byte
- ▶ Word

## Question No: 234

NOR gate is formed by connecting \_\_\_\_\_

- ▶ **OR Gate and then NOT Gate (Page 47)**
- ▶ NOT Gate and then OR Gate
- ▶ AND Gate and then OR Gate
- ▶ OR Gate and then AND Gate

## Question No: 235

A particular half adder has

- ▶ 2 INPUTS AND 1 OUTPUT
- ▶ **2 INPUTS AND 2 OUTPUT (Page 134)**
- ▶ 3 INPUTS AND 1 OUTPUT
- ▶ 3 INPUTS AND 2 OUTPUT

## Question No: 236

THE FOUR OUTPUTS OF TWO 4-INPUT MULTIPLEXERS, CONNECTED TO FORM A 16-INPUT MULTIPLEXER, ARE CONNECTED TOGETHER THROUGH A 4-INPUT \_\_\_\_\_ GATE

- ▶ AND
- ▶ **OR (Page 171)**
- ▶ NAND
- ▶ XOR

## Question No: 237

A FIELD-PROGRAMMABLE LOGIC ARRAY CAN BE PROGRAMMED BY THE USER AND NOT BY THE MANUFACTURER.

- ▶ **TRUE (Page 182)**
- ▶ FALSE

## Question No: 241

A synchronous decade counter will have \_\_\_\_\_ flip-flops

- ▶ 3
- ▶ **4 (Page 281)**
- ▶ 7

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▶ 10

## Question No: 242

The alternate solution for a multiplexer and a register circuit is \_\_\_\_\_

▶ **Parallel in / Serial out shift register (Page 356)**

- ▶ Serial in / Parallel out shift register
- ▶ Parallel in / Parallel out shift register
- ▶ Serial in / Serial Out shift register

## Question No: 243

A 8-bit serial in / parallel out shift register contains the value "8", \_\_\_\_\_ clock signal(s) will be required to shift the value completely out of the register.

- ▶ 1
- ▶ 2
- ▶ 4

▶ **8 (Page 356)**

## Question No: 245

If the FIFO Memory output is already filled with data then \_\_\_\_\_

- ▶ It is locked; no data is allowed to enter
- ▶ It is not locked; the new data overwrites the previous data.
- ▶ Previous data is swapped out of memory and new data enters

▶ **None of given options**

## Question No: 246

WHEN BOTH THE INPUTS OF EDGE-TRIGGERED J-K FLOP-FLOP ARE SET TO LOGIC ZERO -----

▶ THE FLOP-FLOP IS TRIGGERED

▶ Q=0 AND Q\*=1

▶ Q=1 AND Q\*=0

▶ **THE OUTPUT OF FLIP-FLOP REMAINS UNCHANGED (page 223)**

## Question No: 247

The terminal count of a 4-bit binary counter in the UP mode is \_\_\_\_\_.

- 1100
- 0011
- **1111**
- 0000

## Question No: 248

For a down counter that counts from (111 to 000). If current state is "101" the next state will be \_\_\_\_\_.

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- 111
- 110
- 010
- None of given options

## Question No: 249

The n flip-flops store \_\_\_\_\_ states.

- a. 1
- b.  $2^n$
- c. 0
- d.  $2^{(n+1)}$

## Question No: 250

An Asynchronous Down-counter is implemented (using J-K flip-flop) by connecting

- Q output of all flip-flops to clock input of next flip-flops
- Q' output of all flip-flops to clock input of next flip-flops
- Q output of all flip-flops to J input of next flip-flops
- Q' output of all flip-flops to K input of next flip-flops

## Question No: 251

In case of cascading Integrated Circuit counters, the enable inputs and RCO of the Integrated Circuit counters allow cascading of multiple counters together.

- True
- False

## Question No: 251

A decade counter can be implemented by truncating the counting sequence of a MOD-20 counter.

- a. True

- b. False

## Question No: 252

The 74HC163 is a 4-bit Synchronous Counter, it has \_\_\_\_\_ data output pins.

- b. 2
- b. 4
- c. 6
- d. 8

## Question No: 253

Divide-by-32 counter can be achieved by using

- c. Flip-Flop and DIV10
- b. Flip-Flop and DIV 16
- c. Flip-Flop and DIV 32
- d. DIV 16 and DIV 32

## Question No: 254

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The synchronous counters are also known as Ripple Counters:

- a. True
- b. False

**Question No: 255**

Each stage of Master-slave flip-flop works at \_\_\_\_\_ of the clock signal

- Each stage works on complete clock signal
- One fourth
- One third
- One half

**Question No: 256**

With a 100 KHz clock frequency, eight bits can be serially entered into a shift register in

- a. 80 micro seconds
- b. 8 micro seconds
- c. 80 mili seconds
- d. 10 micro seconds

**Question No: 257**

Number of states in an 8-bit Johnson counter sequence are:

- d. 8
- e. 12
- f. 14
- g. 16

**Question No: 258**

In moore machine the output depends on

- The current state and the output of previous flip flop
- Only inputs
- The current state
- The current state and inputs

**Question No: 259**

Asynchronous mean that \_\_\_\_\_

- Each flip-flop after the first one is enabled by the output of the preceding flip-flop
- Each flip-flop is enabled by the output of the preceding flip-flop
- Each flip-flop except the last one is enabled by the output of the preceding flip-flop
- Each alternative flip-flop after the first one is enabled by the output of the preceding flip-flop

**Question No: 260**

According to moore circuit, the output of synchronous sequential circuit depend/s on \_\_\_\_\_ of flip flop.

- h. Previous state
- i. Present state
- j. Next state
- k. External state

**Question No: 261**

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In gated SR latch, what is the value of the output if EN=1, S=0 and R=1?

- Q
- 0
- 1
- Invalid

**Question No: 262**

A Divide-by-20 counter can be achieved by using

- a. Flip-Flop and DIV 10
- b. Flip-Flop and DIV 16
- c. Flip-Flop and DIV 32
- d. DIV 10 and DIV 16

**Question No: 263**

A one-shot mono-stable device contains \_\_\_\_\_

- AND gate, Resistor, Capacitor and NOT Gate
- NAND gate, Resistor, Capacitor and NOT Gate
- NOR gate, Resistor, Capacitor and NOT Gate
- XNOR gate, Resistor, Capacitor and NOT Gate

**Question No: 264**

The \_\_\_\_\_ inputs can be directly mapped to karnaugh maps.

- S-R
- J-K
- Flip-Flop
- External

**Question No: 265**

A mono-stable device only has a single stable state

- a. True
- b. False

**Question No: 266**

When the \_\_\_\_\_ Hz sampling interval is selected, the signal at the output of the J-K flip-flop has a time period of \_\_\_\_\_ seconds.

- a. 1, 2
- b. 0, 2
- c. 2, 5
- d. 1, 1

**Question No: 267**

Assume a J-K flip-flop has 1s on the J and K inputs. The next clock pulse will cause the output to \_\_\_\_\_.

- Set
- Toggle

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- Latch
- Reset

## Question No: 268

A stage in the shift register consists of

- A latch
- A flip flop
- A byte of storage
- Four bits of storage

## Question No: 269

If a circuit suffers “Clock Skew” problem, the output of circuit can’t be guaranteed.

- a. True
- b. False

## Question No: 270

A modulus-14 counter has fourteen states requiring \_\_\_\_\_

- l. 14 flip flops
- m. 14 registers
- c. 4 flip flops
- d. 4 registers

## Question No: 271

In Master-Slave flip-flop the clock signal is connected to slave flip-flop using \_\_\_\_\_ gate.

- AND
- OR
- NOT
- NAND

## Question No: 272

\_\_\_\_\_ flip-flops are obsolete now.

- Edge-triggered
- Master-Slave
- T-flipflop
- D-flipflop

## Question No: 273

The glitches due to “Race Condition” can be avoided by using a \_\_\_\_\_.

- n. Gated flip-flops
- o. Pulse triggered flip-flops
- p. Positive-Edge triggered flip-flops
- d. Negative-Edge triggered flip-flops

## Question No: 274

For a gated D-Latch if  $EN=1$  and  $D=1$  then  $Q(t+1)=$  \_\_\_\_\_

- 0
- $Q(t)$

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• 1

- Invalid

**Question No: 275**

\_\_\_\_\_ occurs when the same clock signal arrives at different times at different clock inputs due to propagation delay.

- q. Race condition
- b. **Clock skew**
- c. Ripple effect
- d. None of given options

**Question No: 276**

An Astable multivibrator is known as a (n)\_\_\_\_\_.

- a. **Oscillator**
- b. Booster
- c. One-shot
- d. Dual-shot

**Question No: 277**

In Master-Slave flip-flop setup, the master flip-flop operators at \_\_\_\_\_

- Positive half cycle of pulse
- Negative half cycle of pulse
- **Both Master-Slave operator simultaneously**
- Master-Slave flip-flop does not operate on pulses rather it is edge triggered

**Question No: 278**

The power consumed by a flip-flop is defined by \_\_\_\_\_

- $P = I_{cc} \times R_{cc}$
- $P = V_{cc} \times R_{cc}$
- **c.  $P = V_{cc} \times I_{cc}$**
- $P = M_{cc} \times V_{cc}$

**Question No: 279**

The 3-bit up counter can be implemented using \_\_\_\_\_ flip-flop(s).

- S-R flip-flops only
- **S-R flip-flops and D-flip-flops**
- S-R flip-flops or D-flip-flops
- D-flip-flop only

**Question No: 280**

The terminal count of a 4-bit binary counter in the DOWN mode is \_\_\_\_\_

- a. **0000**
- b. 0011
- c. 1100
- d. 1111

**Question No: 281**

Which mechanisms allocate the binary values to the states in order to reduce the cost of the combinational circuits?

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- State reduction
- State minimization

## State assignment

- State evaluation

### Question No: 282

State of flip-flop can be switched by changing its \_\_\_\_\_

- a. Input signal
- b. Output signal
- c. Momentary signal
- d. Contemporary signal

### Question No: 283

Once the state diagram is drawn for any sequential circuit the next step is to draw

- Transition table
- Karnaugh map
- Next-state table
- Logic expression

### Question No: 284

Design of state diagram is one of many steps used to design

- A clock
- A truncated counter
- An UP/DOWN counter
- Any counter

### Question No: 285

Flip flops are also called \_\_\_\_\_

- Bi-stable multivibrators
- Bi-stable single vibrators
- Bi-stable dual vibrators
- Bi-stable transformer

### Question No: 286

Three cascaded modulus-10 counters have an overall modulus of

- 30
- b. 100
- c. 1000
- 10000

### Question No: 287

The term hold always means \_\_\_\_\_.

- a.  $Q=0, Q'=1$
- b.  $Q=1, Q'=0$
- c.  $Q=0, Q'=0$
- d. No change

### Question No: 288

A flip-flop is presently in SET state and must remain SET on the next clock pulse. What must j and k be?

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- a.  $J=1, K=0$
- b.  $J=1, K=X$ (Don't care)
- c.  $J=X$ (Don't care),  $K=0$
- d.  $J=0, K=X$ (Don't care)

## Question No: 289

To parallel load a byte of data into a shift register, there must be

- a. One clock pulse
- b. One clock pulse for each 1 in the data
- c. Eight clock pulse
- d. One clock pulse for each 0 in the data

## Question No: 290

Invalid state of NOR based SR latch occurs when \_\_\_\_\_.

- r.  $S=0, R=0$
- s.  $S=0, R=1$
- t.  $S=1, R=0$
- u.  $S=1, R=1$





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**Question No: 1 ( Marks: 1 ) - Please choose one**

A 8-bit serial in / parallel out shift register contains the value “8”, \_\_\_\_\_ clock signal(s) will be required to shift the value completely out of the register.

- ▶ 1
- ▶ 2
- ▶ 4
- ▶ **8 (Page 356)**

**Question No: 2 ( Marks: 1 ) - Please choose one**

In a sequential circuit the next state is determined by \_\_\_\_\_ and \_\_\_\_\_

- ▶ State variable, current state
- ▶ Current state, flip-flop output
- ▶ **Current state and external input (Page 318)**
- ▶ Input and clock signal applied

**Question No: 3 ( Marks: 1 ) - Please choose one**

The divide-by-60 counter in digital clock is implemented by using two cascading counters:

- ▶ **Mod-6, Mod-10 (Page 299)**
- ▶ Mod-50, Mod-10
- ▶ Mod-10, Mod-50
- ▶ Mod-50, Mod-6

**Question No: 4 ( Marks: 1 ) - Please choose one**

In NOR gate based S-R latch if both S and R inputs are set to logic 0, the previous output state is maintained.

- ▶ **True (Page 221)**
- ▶ False

**Question No: 5 ( Marks: 1 ) - Please choose one**

The minimum time for which the input signal has to be maintained at the input of flip-flop is called \_\_\_\_\_ of the flip-flop.

- ▶ Set-up time
- ▶ **Hold time (Page 242)**
- ▶ Pulse Interval time
- ▶ Pulse Stability time (PST)

**Question No: 6 ( Marks: 1 ) - Please choose one**

74HC163 has two enable input pins which are \_\_\_\_\_ and \_\_\_\_\_

- ▶ **ENP, ENT (Page 285)**
- ▶ ENI, ENC
- ▶ ENP, ENC
- ▶ ENT, ENI

**Question No: 7 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ is said to occur when multiple internal variables change due to change in one input variable

- ▶ Clock Skew
- ▶ **Race condition (Page 267)**
- ▶ Hold delay
- ▶ Hold and Wait

**Question No: 8 ( Marks: 1 ) - Please choose one**

The \_\_\_\_\_ input overrides the \_\_\_\_\_ input

- ▶ **Asynchronous, synchronous (Page 369)**
- ▶ Synchronous, asynchronous
- ▶ Preset input (PRE), Clear input (CLR)
- ▶ Clear input (CLR), Preset input (PRE)

**Question No: 9 ( Marks: 1 ) - Please choose one**

A decade counter is \_\_\_\_\_.

- ▶ Mod-3 counter
- ▶ Mod-5 counter
- ▶ Mod-8 counter
- ▶ **Mod-10 counter (Page 274)**

**Question No: 10 ( Marks: 1 ) - Please choose one**

In asynchronous transmission when the transmission line is idle, \_\_\_\_\_

- ▶ It is set to logic low
- ▶ **It is set to logic high (Page 356)**
- ▶ Remains in previous state
- ▶ State of transmission line is not used to start transmission

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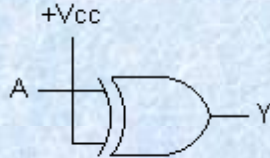
**Question No: 11 ( Marks: 1 ) - Please choose one**

A Nibble consists of \_\_\_\_\_ bits

- ▶ 2
- ▶ **4 (Page 394)**
- ▶ 8
- ▶ 16

**Question No: 12 ( Marks: 1 ) - Please choose one**

The output of this circuit is always \_\_\_\_\_.



- ▶ 1
- ▶ 0
- ▶ **A** [Click here for detail](#)
- ▶  $\bar{A}$

**Question No: 13 ( Marks: 1 ) - Please choose one**

Excess-8 code assigns \_\_\_\_\_ to “-8”

- ▶ 1110
- ▶ 1100
- ▶ 1000
- ▶ **0000 (Page 34)**

**Question No: 14 ( Marks: 1 ) - Please choose one**

The voltage gain of the Inverting Amplifier is given by the relation \_\_\_\_\_

- ▶  **$V_{out} / V_{in} = - R_f / R_i$  (Page 446)**
- ▶  $V_{out} / R_f = - V_{in} / R_i$
- ▶  $R_f / V_{in} = - R_i / V_{out}$
- ▶  $R_f / V_{in} = R_i / V_{out}$

**Question No: 15 ( Marks: 1 ) - Please choose one**

LUT is acronym for \_\_\_\_\_

- ▶ **Look Up Table (Page 439)**
- ▶ Local User Terminal
- ▶ Least Upper Time Period
- ▶ None of given options

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**Question No: 16 ( Marks: 1 ) - Please choose one**

The three fundamental gates are \_\_\_\_\_

- ▶ AND, NAND, XOR
- ▶ OR, AND, NAND
- ▶ NOT, NOR, XOR
- ▶ **NOT, OR, AND (Page 40)**

**Question No: 17 ( Marks: 1 ) - Please choose one**

The total amount of memory that is supported by any digital system depends upon \_\_\_\_\_

- ▶ The organization of memory
- ▶ The structure of memory
- ▶ The size of decoding unit
- ▶ **The size of the address bus of the microprocessor (Page 430)**

**Question No: 18 ( Marks: 1 ) - Please choose one**

Stack is an acronym for \_\_\_\_\_

- ▶ FIFO memory
- ▶ **LIFO memory (Page 429)**
- ▶ Flash Memory
- ▶ Bust Flash Memory

**Question No: 19 ( Marks: 1 ) - Please choose one**

Addition of two octal numbers “36” and “71” results in \_\_\_\_\_

- ▶ 213
- ▶ 123
- ▶ **127**
- ▶ 345

**Question No: 20 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ is one of the examples of synchronous inputs.

- ▶ **J-K input (Page 235)**
- ▶ EN input
- ▶ Preset input (PRE)
- ▶ Clear Input (CLR)

**Question No: 21 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ occurs when the same clock signal arrives at different times at different clock inputs due to propagation delay.

- ▶ Race condition
- ▶ **Clock Skew (Page 226)**
- ▶ Ripple Effect
- ▶ None of given options

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**Question No: 22 ( Marks: 1 ) - Please choose one**

Consider an up/down counter that counts between 0 and 15, if external input(X) is “0” the counter counts upward (0000 to 1111) and if external input (X) is “1” the counter counts downward (1111 to 0000), now suppose that the present state is “1100” and X=1, the next state of the counter will be \_\_\_\_\_

- ▶ 0000
- ▶ **1101 (not sure)**
- ▶ 1011
- ▶ 1111

**Question No: 23 ( Marks: 1 ) - Please choose one**

In a state diagram, the transition from a current state to the next state is determined by

- ▶ **Current state and the inputs (Page 332)**
- ▶ Current state and outputs
- ▶ Previous state and inputs
- ▶ Previous state and outputs

**Question No: 24 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ is used to simplify the circuit that determines the next state.

- ▶ State diagram
- ▶ Next state table
- ▶ State reduction
- ▶ **State assignment (Page 335)**

**Question No: 25 ( Marks: 1 ) - Please choose one**

A 8-bit serial in / parallel out shift register contains the value “8”, \_\_\_\_\_ clock signal(s) will be required to shift the value completely out of the register.

- ▶ 1
- ▶ 2
- ▶ 4
- ▶ **8 (Page 356) rep**

**Question No: 26 ( Marks: 1 ) - Please choose one**

Assume that a 4-bit serial in/serial out shift register is initially clear. We wish to store the nibble 1100. What will be the 4-bit pattern after the second clock pulse? (Right-most bit first.)

- ▶ 1100
- ▶ 0011
- ▶ **0000 [Click here for detail](#)**
- ▶ 1111

**Question No: 27 ( Marks: 1 ) - Please choose one**

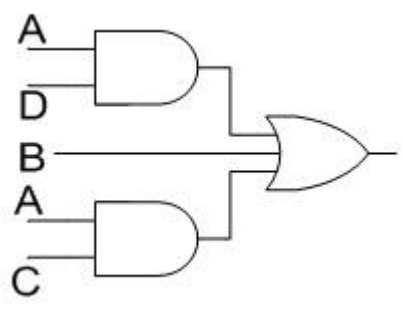
LUT is acronym for \_\_\_\_\_

▶ **Look Up Table (Page 439) rep**

- ▶ Local User Terminal
- ▶ Least Upper Time Period
- ▶ None of given options

**Question No: 28 ( Marks: 1 ) - Please choose one**

The diagram given below represents \_\_\_\_\_



- ▶ Demorgans law
- ▶ Associative law
- ▶ Product of sum form
- ▶ **Sum of product form (Page 78)**

**Question No: 29 ( Marks: 1 ) - Please choose one**

The operation of J-K flip-flop is similar to that of the SR flip-flop except that the J-K flip-flop \_\_\_\_\_

- ▶ **Doesn't have an invalid state (Page 232)**
- ▶ Sets to clear when both  $J = 0$  and  $K = 0$
- ▶ It does not show transition on change in pulse
- ▶ It does not accept asynchronous inputs

**Question No: 30 ( Marks: 1 ) - Please choose one**

A multiplexer with a register circuit converts \_\_\_\_\_

- ▶ Serial data to parallel
- ▶ **Parallel data to serial (Page 356) rep**
- ▶ Serial data to serial
- ▶ Parallel data to parallel

**Question No: 31 ( Marks: 1 ) - Please choose one**

A GAL is essentially a \_\_\_\_\_.

- ▶ Non-reprogrammable PAL
- ▶ PAL that is programmed only by the manufacturer
- ▶ Very large PAL
- ▶ **Reprogrammable PAL (Page 183)**

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**Question No: 32 ( Marks: 1 ) - Please choose one**

in \_\_\_\_\_, all the columns in the same row are either read or written.

- ▶ Sequential Access
- ▶ MOS Access
- ▶ **FAST Mode Page Access (Page 413)**
- ▶ None of given options

**Question No: 33 ( Marks: 1 ) - Please choose one**

In order to synchronize two devices that consume and produce data at different rates, we can use \_\_\_\_\_

- ▶ Read Only Memory
- ▶ **Fist In First Out Memory (Page 425)**
- ▶ Flash Memory
- ▶ Fast Page Access Mode Memory

**Question No: 34 ( Marks: 1 ) - Please choose one**

A positive edge-triggered flip-flop changes its state when \_\_\_\_\_

- ▶ **Low-to-high transition of clock (Page 228)**
- ▶ High-to-low transition of clock
- ▶ Enable input (EN) is set
- ▶ Preset input (PRE) is set

### FINALTERM EXAMINATION Spring 2010

**Question No: 1 ( Marks: 1 ) - Please choose one**

A 8-bit serial in / parallel out shift register contains the value "8", \_\_\_\_\_ clock signal(s) will be required to shift the value completely out of the register.

- ▶ 1
- ▶ 2
- ▶ 4
- ▶ **8 (Page 356) rep**

**Question No: 2 ( Marks: 1 ) - Please choose one**

A frequency counter \_\_\_\_\_

- ▶ Counts pulse width
- ▶ **Counts no. of clock pulses in 1 second (Page 301)**
- ▶ Counts high and low range of given clock pulse
- ▶ None of given options

**Question No: 3 (Marks: 1) - Please choose one**

In a sequential circuit the next state is determined by \_\_\_\_\_ and \_\_\_\_\_

- ▶ State variable, current state
- ▶ Current state, flip-flop output
- ▶ Current state and external input
- ▶ **Input and clock signal applied (Page 305)**

**Question No: 4 (Marks: 1) - Please choose one**

The divide-by-60 counter in digital clock is implemented by using two cascading counters:

- ▶ **Mod-6, Mod-10 (Page 229) rep**
- ▶ Mod-50, Mod-10
- ▶ Mod-10, Mod-50
- ▶ Mod-50, Mod-6

**Question No: 5 (Marks: 1) - Please choose one**

In NOR gate based S-R latch if both S and R inputs are set to logic 0, the previous output state is maintained.

- ▶ **True (Page 221) rep**
- ▶ False

**Question No: 6 (Marks: 1) - Please choose one**

Flip flops are also called \_\_\_\_\_

- ▶ Bi-stable dualvibrators
- ▶ Bi-stable transformer
- ▶ **Bi-stable multivibrators (Page 228)**
- ▶ Bi-stable singlevibrators

**Question No: 7 (Marks: 1) - Please choose one**

The minimum time for which the input signal has to be maintained at the input of flip-flop is called \_\_\_\_\_ of the flip-flop.

- ▶ Set-up time
- ▶ **Hold time (Page 242) rep**
- ▶ Pulse Interval time
- ▶ Pulse Stability time (PST)

**Question No: 8 (Marks: 1) - Please choose one**

74HC163 has two enable input pins which are \_\_\_\_\_ and \_\_\_\_\_

- ▶ **ENP, ENT (Page 285)**
- ▶ ENI, ENC
- ▶ ENP, ENC
- ▶ ENT, ENI

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**Question No: 9 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ is said to occur when multiple internal variables change due to change in one input variable

- ▶ Clock Skew
- ▶ **Race condition (Page 267)**
- ▶ Hold delay
- ▶ Hold and Wait

**Question No: 10 ( Marks: 1 ) - Please choose one**

Given the state diagram of an up/down counter, we can find \_\_\_\_\_

- ▶ **The next state of a given present state (Page 371)**
- ▶ The previous state of a given present state
- ▶ Both the next and previous states of a given state
- ▶ The state diagram shows only the inputs/outputs of a given states

**Question No: 11 ( Marks: 1 ) - Please choose one**

The \_\_\_\_\_ input overrides the \_\_\_\_\_ input

- ▶ **Asynchronous, synchronous (Page 369) rep**
- ▶ Synchronous, asynchronous
- ▶ Preset input (PRE), Clear input (CLR)
- ▶ Clear input (CLR), Preset input (PRE)

**Question No: 12 ( Marks: 1 ) - Please choose one**

A logic circuit with an output  $X = \overline{A} B C + A \overline{B}$  consists of \_\_\_\_\_.

- ▶ two AND gates, two OR gates, two inverters
- ▶ three AND gates, two OR gates, one inverter
- ▶ **two AND gates, one OR gate, two inverters (Lecture 8)**
- ▶ two AND gates, one OR gate

**Question No: 13 ( Marks: 1 ) - Please choose one**

A decade counter is \_\_\_\_\_.

- ▶ Mod-3 counter
- ▶ Mod-5 counter
- ▶ Mod-8 counter
- ▶ **Mod-10 counter (Page 274)**

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**Question No: 14 ( Marks: 1 ) - Please choose one**

In asynchronous transmission when the transmission line is idle, \_\_\_\_\_

- ▶ It is set to logic low
- ▶ **It is set to logic high (Page 356) rep**
- ▶ Remains in previous state
- ▶ State of transmission line is not used to start transmission

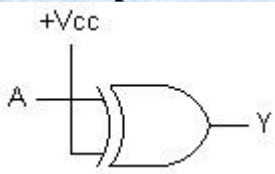
**Question No: 15 ( Marks: 1 ) - Please choose one**

A Nibble consists of \_\_\_\_\_ bits

- ▶ 2
- ▶ **4 (Page 394)**
- ▶ 8
- ▶ 16

**Question No: 16 ( Marks: 1 ) - Please choose one**

The output of this circuit is always \_\_\_\_\_.



- ▶ 1
- ▶ 0
- ▶ **A [Click here for detail](#) rep**
- ▶  $\bar{A}$

**Question No: 17 ( Marks: 1 ) - Please choose one**

Excess-8 code assigns \_\_\_\_\_ to “-8”

- ▶ 1110
- ▶ 1100
- ▶ 1000
- ▶ **0000 (Page 34) rep**

**Question No: 18 ( Marks: 1 ) - Please choose one**

The voltage gain of the Inverting Amplifier is given by the relation \_\_\_\_\_

- ▶  **$V_{out}/V_{in} = -R_f/R_i$  (Page 446)**
- ▶  $V_{out}/R_f = -V_{in}/R_i$
- ▶  $R_f/V_{in} = -R_i/V_{out}$
- ▶  $R_f/V_{in} = R_i/V_{out}$

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**Question No: 19 ( Marks: 1 ) - Please choose one**

LUT is acronym for \_\_\_\_\_

- ▶ **Look Up Table (Page 439) rep**
- ▶ Local User Terminal
- ▶ Least Upper Time Period
- ▶ None of given options

**Question No: 20 ( Marks: 1 ) - Please choose one**

DRAM stands for \_\_\_\_\_

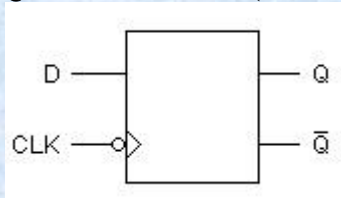
- ▶ **Dynamic RAM (Page 407)**
- ▶ Data RAM
- ▶ Demoduler RAM
- ▶ None of given options

**Question No: 21 ( Marks: 1 ) - Please choose one**

The three fundamental gates are \_\_\_\_\_

- ▶ AND, NAND, XOR
- ▶ OR, AND, NAND
- ▶ NOT, NOR, XOR
- ▶ **NOT, OR, AND (Page 40)**

**Question No: 22 ( Marks: 1 ) - Please choose one**



Which of the following statement is true regarding above block diagram?

- ▶ Triggering takes place on the negative-going edge of the CLK pulse
- ▶ Triggering takes place on the positive-going edge of the CLK pulse
- ▶ Triggering can take place anytime during the HIGH level of the CLK waveform
- ▶ Triggering can take place anytime during the LOW level of the CLK waveform

**Question No: 23 ( Marks: 1 ) - Please choose one**

The total amount of memory that is supported by any digital system depends upon \_\_\_\_\_

- ▶ The organization of memory
- ▶ The structure of memory
- ▶ The size of decoding unit
- ▶ **The size of the address bus of the microprocessor (Page 430) rep**

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**Question No: 24 ( Marks: 1 ) - Please choose one**

The expression  $F=A+B+C$  describes the operation of three bits \_\_\_\_\_ Gate.

▶ **OR (Page 42)**

- ▶ AND
- ▶ NOT
- ▶ NAND

**Question No: 25 ( Marks: 1 ) - Please choose one**

Stack is an acronym for \_\_\_\_\_

- ▶ FIFO memory
- ▶ **LIFO memory (Page 429) rep**
- ▶ Flash Memory
- ▶ Bust Flash Memory

**Question No: 26 ( Marks: 1 ) - Please choose one**

Addition of two octal numbers “36” and “71” results in \_\_\_\_\_

- ▶ 213
- ▶ 123
- ▶ **127**
- ▶ 345

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**Question No: 1 ( Marks: 1 ) - Please choose one**

The ANSI/IEEE Standard 754 defines a \_\_\_\_\_ Single-Precision Floating Point format for binary numbers.

- ▶ 8-bit
- ▶ 16-bit
- ▶ **32-bit (Page 25)**
- ▶ 64-bit

**Question No: 2 ( Marks: 1 ) - Please choose one**

The decimal “17” in BCD will be represented as \_\_\_\_\_

- ▶ 11101
- ▶ 11011
- ▶ **10111 (According to rule)**
- ▶ 11110

**Question No: 3 ( Marks: 1 ) - Please choose one**

The basic building block for a logical circuit is \_\_\_\_\_

- ▶ A Flip-Flop
- ▶ **A Logical Gate (Page 7)**
- ▶ An Adder
- ▶ None of given options

**Question No: 4 ( Marks: 1 ) - Please choose one**

The output of the expression  $F=A.B.C$  will be Logic \_\_\_\_\_ when  $A=1, B=0, C=1$ .

- ▶ Undefined
- ▶ One
- ▶ **Zero (According to rule)**
- ▶ No Output as input is invalid.

**Question No: 5 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ is invalid number of cells in a single group formed by the adjacent cells in K-map

- ▶ 2
- ▶ 8
- ▶ **12 (According to rule "2^n")**
- ▶ 16

**Question No: 6 ( Marks: 1 ) - Please choose one**

The PROM consists of a fixed non-programmable \_\_\_\_\_ Gate array configured as a decoder.

- ▶ **AND (Page 182)**
- ▶ OR
- ▶ NOT
- ▶ XOR

**Question No: 7 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ is one of the examples of synchronous inputs.

- ▶ **J-K input (Page 235) rep**
- ▶ EN input
- ▶ Preset input (PRE)
- ▶ Clear Input (CLR)

**Question No: 8 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ is one of the examples of asynchronous inputs.

- ▶ J-K input
- ▶ S-R input
- ▶ D input
- ▶ **Clear Input (CLR) (Page 235)**

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**Question No: 9 (Marks: 1) - Please choose one**

The \_\_\_\_\_ input overrides the \_\_\_\_\_ input

- ▶ **Asynchronous, synchronous (Page 369) rep**
- ▶ Synchronous, asynchronous
- ▶ Preset input (PRE), Clear input (CLR)
- ▶ Clear input (CLR), Preset input (PRE)

**Question No: 10 (Marks: 1) - Please choose one**

\_\_\_\_\_ occurs when the same clock signal arrives at different times at different clock inputs due to propagation delay.

- ▶ Race condition
- ▶ **Clock Skew (Page 226) rep**
- ▶ Ripple Effect
- ▶ None of given options

**Question No: 11 (Marks: 1) - Please choose one**

Consider an up/down counter that counts between 0 and 15, if external input(X) is “0” the counter counts upward (0000 to 1111) and if external input (X) is “1” the counter counts downward (1111 to 0000), now suppose that the present state is “1100” and X=1, the next state of the counter will be \_\_\_\_\_

- ▶ 0000
- ▶ **1101 (not sure)**
- ▶ 1011
- ▶ 1111

**Question No: 12 (Marks: 1) - Please choose one**

In a state diagram, the transition from a current state to the next state is determined by

- ▶ **Current state and the inputs (Page 232)**
- ▶ Current state and outputs
- ▶ Previous state and inputs
- ▶ Previous state and outputs

**Question No: 13 (Marks: 1) - Please choose one**

\_\_\_\_\_ is used to minimize the possible no. of states of a circuit.

- ▶ **State assignment (Page 341)**
- ▶ State reduction
- ▶ Next state table
- ▶ State diagram

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**Question No: 14 (Marks: 1) - Please choose one**

\_\_\_\_\_ is used to simplify the circuit that determines the next state.

- ▶ State diagram
- ▶ Next state table
- ▶ State reduction
- ▶ **State assignment (Page 335)**

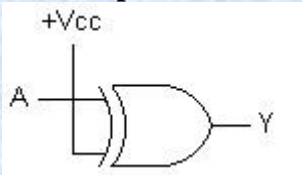
**Question No: 15 (Marks: 1) - Please choose one**

The best state assignment tends to \_\_\_\_\_.

- ▶ **Maximizes the number of state variables that don't change in a group of related states (Page 337)**
- ▶ Minimizes the number of state variables that don't change in a group of related states
- ▶ Minimize the equivalent states
- ▶ None of given options

**Question No: 16 (Marks: 1) - Please choose one**

The output of this circuit is always \_\_\_\_\_.



- ▶ 1
- ▶ 0
- ▶  **$\overline{A}$  (Click here for detail) rep**
- ▶  $\overline{\overline{A}}$

**Question No: 17 (Marks: 1) - Please choose one**

A 8-bit serial in / parallel out shift register contains the value "8", \_\_\_\_\_ clock signal(s) will be required to shift the value completely out of the register.

- ▶ 1
- ▶ 2
- ▶ 4
- ▶ **8 (Page 356) rep**

**Question No: 18 (Marks: 1) - Please choose one**

5-bit Johnson counter sequences through \_\_\_\_\_ states

- ▶ 7
- ▶ **10 (Page 354)**
- ▶ 32
- ▶ 25

**Question No: 19 (Marks: 1) - Please choose one**

Assume that a 4-bit serial in/serial out shift register is initially clear. We wish to store the nibble 1100. What will be the 4-bit pattern after the second clock pulse? (Right-most bit first.)

- ▶ 1100
- ▶ 0011
- ▶ **0000** [Click here for detail](#) rep
- ▶ 1111

**Question No: 20 (Marks: 1) - Please choose one**

The address from which the data is read, is provided by \_\_\_\_\_

- ▶ Depends on circuitry
- ▶ None of given options
- ▶ RAM
- ▶ **Microprocessor (Page 397)**

**Question No: 21 (Marks: 1) - Please choose one**

FIFO is an acronym for \_\_\_\_\_

- ▶ **First In, First Out (Page 424)**
- ▶ Fly in, Fly Out
- ▶ Fast in, Fast Out
- ▶ None of given options

**Question No: 22 (Marks: 1) - Please choose one**

LUT is acronym for \_\_\_\_\_

- ▶ **Look Up Table (Page 439) rep**
- ▶ Local User Terminal
- ▶ Least Upper Time Period
- ▶ None of given options

**Question No: 23 (Marks: 1) - Please choose one**

The voltage gain of the Inverting Amplifier is given by the relation \_\_\_\_\_

- ▶  **$V_{out} / V_{in} = - R_f / R_i$  (Page 446)**
- ▶  $V_{out} / R_f = - V_{in} / R_i$
- ▶  $R_f / V_{in} = - R_i / V_{out}$
- ▶  $R_f / V_{in} = R_i / V_{out}$

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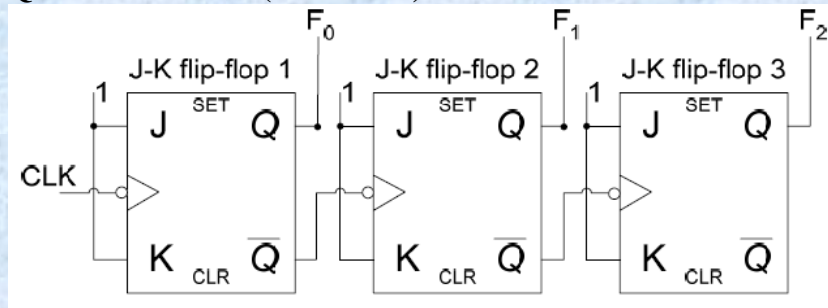
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**Question No: 24 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ of a D/A converter is determined by comparing the actual output of a D/A converter with the expected output.

- ▶ Resolution
- ▶ **Accuracy (Page 460) rep**
- ▶ Quantization
- ▶ Missing Code

**Question No: 25 ( Marks: 1 ) - Please choose one**



Above is the circuit diagram of \_\_\_\_\_.

- ▶ **Asynchronous up-counter (Page 270)**
- ▶ Asynchronous down-counter
- ▶ Synchronous up-counter
- ▶ Synchronous down-counter

**Question No: 26 ( Marks: 1 ) - Please choose one**

The sequence of states that are implemented by a n-bit Johnson counter is

- ▶  $n+2$  (n plus 2)
- ▶  **$2n$  (n multiplied by 2) (Page 354)**
- ▶  $2^n$  (2 raise to power n)
- ▶  $n^2$  (n raise to power 2)

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**Question No: 1 ( Marks: 1 ) - Please choose one**

" $A + B = B + A$ " is \_\_\_\_\_

- ▶ Demorgan's Law
- ▶ Distributive Law
- ▶ **Commutative Law (Page 72)**
- ▶ Associative Law

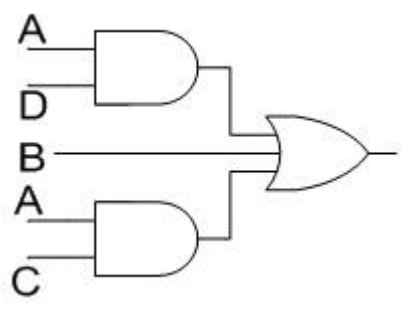
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**Question No: 2 ( Marks: 1 ) - Please choose one**

The diagram given below represents \_\_\_\_\_



- ▶ Demorgans law
- ▶ Associative law
- ▶ Product of sum form
- ▶ **Sum of product form (Page 78) rep**

**Question No: 3 ( Marks: 1 ) - Please choose one**

Following is standard POS expression

$$(A + \bar{B} + C + \bar{D})(A + \bar{B} + C + D)(A + B + \bar{C} + \bar{D})(A + B + C + \bar{D})(A + \bar{B} + \bar{C} + D)$$

- ▶ **True (Lecture 9)**
- ▶ False

**Question No: 4 ( Marks: 1 ) - Please choose one**

An alternate method of implementing Comparators which allows the Comparators to be easily cascaded without the need for extra logic gates is \_\_\_\_\_

- ▶ Using a single comparator
- ▶ **Using Iterative Circuit based Comparators (Page 155)**
- ▶ Connecting comparators in vertical hierarchy
- ▶ Extra logic gates are always required.

**Question No: 5 ( Marks: 1 ) - Please choose one**

Demultiplexer is also called

- ▶ Data selector
- ▶ Data router
- ▶ **Data distributor (Page 178)**
- ▶ Data encoder

**Question No: 6 ( Marks: 1 ) - Please choose one**

The operation of J-K flip-flop is similar to that of the SR flip-flop except that the J-K flip-flop \_\_\_\_\_

- ▶ **Doesn't have an invalid state (Page 232) rep**
- ▶ Sets to clear when both  $J = 0$  and  $K = 0$
- ▶ It does not show transition on change in pulse
- ▶ It does not accept asynchronous inputs

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**Question No: 7 ( Marks: 1 ) - Please choose one**

A positive edge-triggered flip-flop changes its state when \_\_\_\_\_

- ▶ **Low-to-high transition of clock (Page 228) rep**
- ▶ High-to-low transition of clock
- ▶ Enable input (EN) is set
- ▶ Preset input (PRE) is set

**Question No: 8 ( Marks: 1 ) - Please choose one**

A flip-flop is connected to +5 volts and it draws 5 mA of current during its operation, the power dissipation of the flip-flop is

- ▶ 10 mW
- ▶ **25 mW (Page 242)**
- ▶ 64 mW
- ▶ 1024

**Question No: 9 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ counters as the name indicates are not triggered simultaneously.

- ▶ **Asynchronous (Page 269)**
- ▶ Synchronous
- ▶ Positive-Edge triggered
- ▶ Negative-Edge triggered

**Question No: 10 ( Marks: 1 ) - Please choose one**

74HC163 has two enable input pins which are \_\_\_\_\_ and \_\_\_\_\_

- ▶ **ENP, ENT (Page 285) rep**
- ▶ ENI, ENC
- ▶ ENP, ENC
- ▶ ENT, ENI

**Question No: 11 ( Marks: 1 ) - Please choose one**

The divide-by-60 counter in digital clock is implemented by using two cascading counters:

- ▶ **Mod-6, Mod-10 (Page 299)**
- ▶ Mod-50, Mod-10
- ▶ Mod-10, Mod-50
- ▶ Mod-50, Mod-6

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**Question No: 12 ( Marks: 1 ) - Please choose one**

In a state diagram, the transition from a current state to the next state is determined by

▶ **Current state and the inputs (Page 332)**

- ▶ Current state and outputs
- ▶ Previous state and inputs
- ▶ Previous state and outputs

**Question No: 13 ( Marks: 1 ) - Please choose one**

A synchronous decade counter will have \_\_\_\_\_ flip-flops

- ▶ 3
- ▶ **4 (Page 281)**
- ▶ 7
- ▶ 10

**Question No: 14 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ is used to minimize the possible no. of states of a circuit.

▶ **State assignment (Page 341) rep**

- ▶ State reduction
- ▶ Next state table
- ▶ State diagram

**Question No: 15 ( Marks: 1 ) - Please choose one**

A multiplexer with a register circuit converts \_\_\_\_\_

- ▶ Serial data to parallel
- ▶ **Parallel data to serial (Page 356) rep**
- ▶ Serial data to serial
- ▶ Parallel data to parallel

**Question No: 16 ( Marks: 1 ) - Please choose one**

The alternate solution for a demultiplexer-register combination circuit is \_\_\_\_\_

- ▶ Parallel in / Serial out shift register
- ▶ **Serial in / Parallel out shift register (Page 356)**
- ▶ Parallel in / Parallel out shift register
- ▶ Serial in / Serial Out shift register

**Question No: 17 ( Marks: 1 ) - Please choose one**

A GAL is essentially a \_\_\_\_\_.

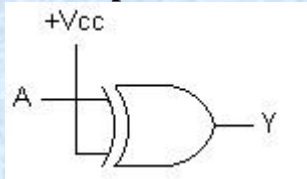
- ▶ Non-reprogrammable PAL
- ▶ PAL that is programmed only by the manufacturer
- ▶ Very large PAL
- ▶ **Reprogrammable PAL (Page 183) rep**

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**Question No: 18 (Marks: 1) - Please choose one**  
The output of this circuit is always \_\_\_\_\_.



- ▶ 1
- ▶ 0
- ▶ **A** [Click here For detail](#) rep
- ▶  $\bar{A}$

**Question No: 20 (Marks: 1) - Please choose one**  
in \_\_\_\_\_, all the columns in the same row are either read or written.

- ▶ Sequential Access
- ▶ MOS Access
- ▶ **FAST Mode Page Access (Page 413) rep**
- ▶ None of given options

**Question No: 21 (Marks: 1) - Please choose one**  
FIFO is an acronym for \_\_\_\_\_

- ▶ **First In, First Out (Page 424) rep**
- ▶ Fly in, Fly Out
- ▶ Fast in, Fast Out
- ▶ None of given options

**Question No: 22 (Marks: 1) - Please choose one**

In order to synchronize two devices that consume and produce data at different rates, we can use \_\_\_\_\_

- ▶ Read Only Memory
- ▶ **Fist In First Out Memory (Page 425) rep**
- ▶ Flash Memory
- ▶ Fast Page Access Mode Memory

**Question No: 23 (Marks: 1) - Please choose one**

A frequency counter \_\_\_\_\_

- ▶ Counts pulse width
- ▶ **Counts no. of clock pulses in 1 second (Page 301) rep**
- ▶ Counts high and low range of given clock pulse
- ▶ None of given options

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**Question No: 24 ( Marks: 1 ) - Please choose one**

The sequence of states that are implemented by a n-bit Johnson counter is

- ▶  $n+2$  (n plus 2)
- ▶  **$2n$  (n multiplied by 2) (Page 354) rep**
- ▶  $2^n$  (2 raise to power n)
- ▶  $n^2$  (n raise to power 2)

**Question No: 25 ( Marks: 1 ) - Please choose one**

Stack is an acronym for \_\_\_\_\_

- ▶ FIFO memory
- ▶ **LIFO memory (Page 429) rep**
- ▶ Flash Memory
- ▶ Bust Flash Memory

**Question No: 26 ( Marks: 1 ) - Please choose one**

The 4-bit 2's complement representation of "+5" is \_\_\_\_\_

- ▶ 1010
- ▶ 1110
- ▶ 1011
- ▶ **0101 (Page 22)**

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**Question No: 1 ( Marks: 1 ) - Please choose one**

The storage cell in SRAM is

- ▶ a flip –flop
- ▶ **a capacitor (Page 407)**
- ▶ a fuse
- ▶ a magnetic domain

**Question No: 2 ( Marks: 1 ) - Please choose one**

What is the difference between a D latch and a D flip-flop?

- ▶ The D latch has a clock input.
- ▶ The D flip-flop has an enable input.
- ▶ The D latch is used for faster operation.
- ▶ **The D flip-flop has a clock input.** [Click here for detail](#)

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**Question No: 3 ( Marks: 1 ) - Please choose one**

**For a positive edge-triggered J-K flip-flop with both J and K HIGH, the outputs will \_\_\_\_\_ if the clock goes HIGH.**

▶ **toggle** [Click here for detail](#)

- ▶ set
- ▶ reset
- ▶ not change

**Question No: 4 ( Marks: 1 ) - Please choose one**

**The OR gate performs Boolean \_\_\_\_\_.**

- ▶ multiplication
- ▶ subtraction
- ▶ division
- ▶ **addition (Page 42)**

**Question No: 5 ( Marks: 1 ) - Please choose one**

**If an S-R latch has a 1 on the S input and a 0 on the R input and then the S input goes to 0, the latch will be**

- ▶ **set (Page 219)**
- ▶ reset
- ▶ invalid
- ▶ clear

**5. Determine the values of A, B, C, and D that make the sum term  $A(\bar{A}) + B + C(\bar{C}) + D$  equal to zero.**

- ▶ A = 1, B = 0, C = 0, D = 0
- ▶ **A = 1, B = 0, C = 1, D = 0 (Lecture 8)**
- ▶ A = 0, B = 1, C = 0, D = 0
- ▶ A = 1, B = 0, C = 1, D = 1

**Question No: 6 ( Marks: 1 ) - Please choose one**

**The power dissipation, PD, of a logic gate is the product of the**

- ▶ **dc supply voltage and the peak current** [Click here for detail](#)
- ▶ dc supply voltage and the average supply current
- ▶ ac supply voltage and the peak current
- ▶ ac supply voltage and the average supply current

**Question No: 7 ( Marks: 1 ) - Please choose one**

**A Karnaugh map is similar to a truth table because it presents all the possible values of input variables and the resulting output of each value.**

- ▶ **True** [Click here for detail](#)
- ▶ False

**Question No: 8 ( Marks: 1 ) - Please choose one**

**NOR Gate can be used to perform the operation of AND, OR and NOT Gate**

- ▶ **True (Page 50)**
- ▶ False

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**Question No: 9 ( Marks: 1 ) - Please choose one**

Using multiplexer as parallel to serial converter requires \_\_\_\_\_ connected to the multiplexer

▶ **A parallel to serial converter circuit (Page 244)**

- ▶ A counter circuit
- ▶ A BCD to Decimal decoder
- ▶ A 2-to-8 bit decoder

**Question No: 10 ( Marks: 1 ) - Please choose one**

The 3-variable Karnaugh Map (K-Map) has \_\_\_\_\_ cells for min or max terms

▶ 4

▶ **8 (Page 89)**

- ▶ 12
- ▶ 16

**Question No: 11 ( Marks: 1 ) - Please choose one**

In designing any counter the transition from a current state to the next state is determined by

▶ **Current state and inputs (Page 332)**

- ▶ Only inputs
- ▶ Only current state
- ▶ current state and outputs

**Question No: 12 ( Marks: 1 ) - Please choose one**

Sum term (Max term) is implemented using \_\_\_\_\_ gates

▶ **OR (Page 78)**

- ▶ AND
- ▶ NOT
- ▶ OR-AND

**Question No: 13 ( Marks: 1 ) - Please choose one**

Given the state diagram of an up/down counter, we can find \_\_\_\_\_

▶ **The next state of a given present state (Page 371) rep**

- ▶ The previous state of a given present state
- ▶ Both the next and previous states of a given state
- ▶ The state diagram shows only the inputs/outputs of a given states

**Question No: 14 ( Marks: 1 ) - Please choose one**

AT T0 THE VALUE STORED IN A 4-BIT LEFT SHIFT WAS "1". WHAT WILL BE THE VALUE OF REGISTER AFTER THREE CLOCK PULSES?

- ▶ 2
- ▶ 4
- ▶ 6
- ▶ **8 (not sure)**

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**Question No: 15 ( Marks: 1 ) - Please choose one**

**WHEN BOTH THE INPUTS OF EDGE-TRIGGERED J-K FLOP-FLOP ARE SET TO LOGIC ZERO**

- ▶ THE FLOP-FLOP IS TRIGGERED
- ▶  $Q=0$  AND  $Q'=1$
- ▶  **$Q=1$  AND  $Q'=0$  (Page 233)**
- ▶ THE OUTPUT OF FLIP-FLOP REMAINS UNCHANGED

**Question No: 16 ( Marks: 1 ) - Please choose one**

**If  $S=1$  and  $R=0$ , then  $Q(t+1) =$  \_\_\_\_\_ for positive edge triggered flip-flop**

- ▶ 0
- ▶ **1 (Page 230)**
- ▶ Invalid
- ▶ Input is invalid

**If  $S=1$  and  $R=1$ , then  $Q(t+1) =$  \_\_\_\_\_ for negative edge triggered flip-flop**

- ▶ 0
- ▶ 1
- ▶ **Invalid (Page 233)**
- ▶ Input is invalid

**Question No: 17 ( Marks: 1 ) - Please choose one**

**The minimum time for which the input signal has to be maintained at the input of flip-flop is called \_\_\_\_\_ of the flip-flop.**

- ▶ Set-up time
- ▶ **Hold time (Page 242) rep**
- ▶ Pulse Interval time
- ▶ Pulse Stability time (PST)

**Question No: 18 ( Marks: 1 ) - Please choose one**

**We have a digital circuit. Different parts of circuit operate at different clock frequencies (4MHZ, 2MHZ and 1MHZ), but we have a single clock source having a fix clock frequency (4MHZ), we can get help by**

- ▶ Using S-R Flop-Flop
- ▶ D-flipflop
- ▶ **J-K flip-flop (Page 252)**
- ▶ T-Flip-Flop

**Question No: 19 ( Marks: 1 ) - Please choose one**

**A counter is implemented using three (3) flip-flops, possibly it will have \_\_\_\_\_ maximum output status.**

- ▶ 3
- ▶ 7
- ▶ **8 (Page 272)**
- ▶ 15

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**Question No: 20 ( Marks: 1 ) - Please choose one**

**In \_\_\_\_\_ Q output of the last flip-flop of the shift register is connected to the data input of the first flip-flop of the shift register.**

- ▶ Moore machine
- ▶ Meally machine
- ▶ Johnson counter

▶ **Ring counter (Page 355)**

**Question No: 21 ( Marks: 1 ) - Please choose one**

**The \_\_\_\_\_ of a ROM is the time it takes for the data to appear at the Data Output of the ROM chip after an address is applied at the address input lines**

- ▶ Write Time
- ▶ Recycle Time
- ▶ Refresh Time

▶ **Access Time (Page 417)**

**Question No: 22 ( Marks: 1 ) - Please choose one**

**Bi-stable devices remain in either of their \_\_\_\_\_ states unless the inputs force the device to switch its state**

- ▶ Ten
- ▶ Eight
- ▶ Three

▶ **Two (Page 262)**

**Question No: 23 ( Marks: 1 ) - Please choose one**

**\_\_\_\_\_ occurs when the same clock signal arrives at different times at different clock inputs due to propagation delay.**

▶ Race condition

▶ **Clock Skew (Page 226) rep**

▶ Ripple Effect

▶ None of given options

**Question No: 24 ( Marks: 1 ) - Please choose one**

**The alternate solution for a multiplexer and a register circuit is \_\_\_\_\_**

▶ **Parallel in / Serial out shift register (Page 356)**

▶ Serial in / Parallel out shift register

▶ Parallel in / Parallel out shift register

▶ Serial in / Serial Out shift register

**Question No: 25 ( Marks: 1 ) - Please choose one**

**Stack is an acronym for \_\_\_\_\_**

▶ FIFO memory

▶ **LIFO memory (Page 429) rep**

▶ Flash Memory

▶ Bust Flash Memory

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**Question No: 26 ( Marks: 1 ) - Please choose one**

A full-adder has a  $C_{in} = 0$ . What are the sum ( $\sigma$ ) and the carry (Cout) when  $A = 1$  and  $B = 1$ ?

▶  $\sigma = 0$ , Cout = 0

▶  **$\sigma = 0$ , Cout = 1 (Page 135)**

▶  $\sigma = 1$ , Cout = 0

▶  $\sigma = 1$ , Cout = 1

**Question No: 27 ( Marks: 1 ) - Please choose one**

THE GLITCHES DUE TO RACE CONDITION CAN BE AVOIDED BY USING A \_\_\_\_\_

▶ GATED FLIP-FLOPS

▶ PULSE TRIGGERED FLIP-FLOPS

▶ POSITIVE-EDGE TRIGGERED FLIP-FLOPS

▶ **NEGATIVE-EDGE TRIGGERED FLIP-FLOPS (Page 267)**

**Question No: 28 ( Marks: 1 ) - Please choose one**

The design and implementation of synchronous counters start from \_\_\_\_\_

▶ Truth table

▶ k-map

▶ state table

▶ **state diagram (Page 319)**

**Question No: 29 ( Marks: 1 ) - Please choose one**

THE HOURS COUNTER IS IMPLEMENTED USING \_\_\_\_\_

▶ ONLY A SINGLE MOD-12 COUNTER IS REQUIRED

▶ MOD-10 AND MOD-6 COUNTERS

▶ MOD-10 AND MOD-2 COUNTERS

▶ **A SINGLE DECADE COUNTER AND A FLIP-FLOP (Page 299)**

**Question No: 30 ( Marks: 1 ) - Please choose one**

Given the state diagram of an up/down counter, we can find \_\_\_\_\_

▶ **The next state of a given present state (Page 371) rep**

▶ The previous state of a given present state

▶ Both the next and previous states of a given state

▶ The state diagram shows only the inputs/outputs of a given states

**Question No: 31 ( Marks: 1 ) - Please choose one**

LUT is acronym for \_\_\_\_\_

▶ **Look Up Table (Page 439) rep**

▶ Local User Terminal

▶ Least Upper Time Period

▶ None of given options

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**Question No: 32 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ of a D/A converter is determined by comparing the actual output of a D/A converter with the expected output.

- ▶ Resolution
- ▶ **Accuracy (Page 460) rep**
- ▶ Quantization
- ▶ Missing Code

**Question No: 33 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ is used to simplify the circuit that determines the next state.

- ▶ State diagram
- ▶ **Next state table**
- ▶ State reduction
- ▶ **State assignment (Page 335) rep**

**Question No: 34 ( Marks: 1 ) - Please choose one**

The high density FLASH memory cell is implemented using \_\_\_\_\_

- ▶ **1 floating-gate MOS transistor (Page 419)**
- ▶ 2 floating-gate MOS transistors
- ▶ 4 floating-gate MOS transistors
- ▶ 6 floating-gate MOS transistors

**Question No: 35 ( Marks: 1 ) - Please choose one**

**Q2 := Q1 OR X OR Q3**

The above ABEL expression will be

- ▶  $Q2 := Q1 \ \$ \ X \ \$ \ Q3$
- ▶  **$Q2 := Q1 \ # \ X \ # \ Q3$  (Page 210)**
- ▶  $Q2 := Q1 \ \& \ X \ \& \ Q3$
- ▶  $Q2 := Q1 \ ! \ X \ ! \ Q3$

**Question No: 36 ( Marks: 1 ) - Please choose one**

Generally, the Power dissipation of \_\_\_\_\_ devices remains constant throughout their operation.

- ▶ **TTL (Page 65)**
- ▶ CMOS 3.5 series
- ▶ CMOS 5 Series
- ▶ Power dissipation of all circuits increases with time.

**Question No: 37 ( Marks: 1 ) - Please choose one**

When the control line in tri-state buffer is high the buffer operates like a \_\_\_\_\_ gate

- ▶ AND
- ▶ OR
- ▶ **NOT (Page 196)**
- ▶ XOR

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**Question No: 38 ( Marks: 1 ) - Please choose one**

**3.3 v CMOS series is characterized by \_\_\_\_\_ and \_\_\_\_\_ as compared to the 5 v CMOS series.**

- ▶ Low switching speeds, high power dissipation
- ▶ Fast switching speeds, high power dissipation
- ▶ **Fast switching speeds, very low power dissipation (Page 61)**
- ▶ Low switching speeds, very low power dissipation

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**Question No: 1 ( Marks: 1 ) - Please choose one**

The output of an AND gate is one when \_\_\_\_\_

- ▶ **All of the inputs are one (Page 40)**
- ▶ Any of the input is one
- ▶ Any of the input is zero
- ▶ All the inputs are zero

**Question No: 2 ( Marks: 1 ) - Please choose one**

The OR Gate performs a Boolean \_\_\_\_\_ function

- ▶ **Addition (Page 42) rep**
- ▶ Subtraction
- ▶ Multiplication
- ▶ Division

**Question No: 3 ( Marks: 1 ) - Please choose one**

A Karnaugh map is similar to a truth table because it presents all the possible values of input variables and the resulting output of each value.

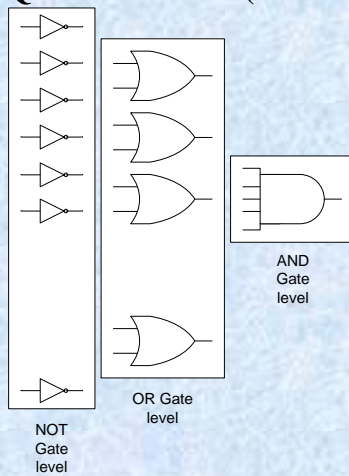
- ▶ **True rep [Click here for Detail](#)**
- ▶ False

**Question No: 4 ( Marks: 1 ) - Please choose one**

The binary numbers  $A = 1100$  and  $B = 1001$  are applied to the inputs of a comparator. What are the output levels?

- ▶  $A > B = 1, A < B = 0, A = B = 1$
- ▶  $A > B = 0, A < B = 1, A = B = 0$
- ▶  **$A > B = 1, A < B = 0, A = B = 0$  (Page 109)**
- ▶  **$A > B = 0, A < B = 1, A = B = 1$**

**Question No: 5 ( Marks: 1 ) - Please choose one**

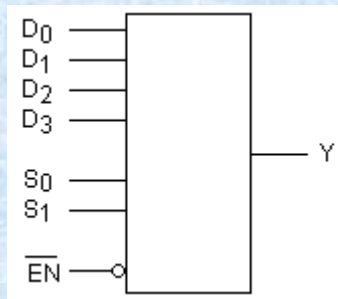


The diagram above shows the general implementation of \_\_\_\_\_ form

- ▶ boolean
- ▶ arbitrary
- ▶ **POS (Page 122)**
- ▶ SOP

**Question No: 6 ( Marks: 1 ) - Please choose one**

The device shown here is most likely a



- ▶ Comparator
- ▶ **Multiplexer [Click here for detail](#)**
- ▶ Demultiplexer
- ▶ Parity generator

**Question No: 7 ( Marks: 1 ) - Please choose one**

Demultiplexer converts \_\_\_\_\_ data to \_\_\_\_\_ data

- ▶ Parallel data, serial data
- ▶ **Serial data, parallel data (Page 356)**
- ▶ Encoded data, decoded data
- ▶ All of the given options.

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**Question No: 8 ( Marks: 1 ) - Please choose one**

Flip flops are also called \_\_\_\_\_

- ▶ Bi-stable dualvibrators
- ▶ Bi-stable transformer
- ▶ **Bi-stable multivibrators (Page 228) rep**
- ▶ Bi-stable singlevibrators

**Question No: 9 ( Marks: 1 ) - Please choose one**

If  $S=1$  and  $R=0$ , then  $Q(t+1) =$  \_\_\_\_\_ for positive edge triggered flip-flop

- ▶ 0
- ▶ **1 (Page 230)**
- ▶ Invalid
- ▶ Input is invalid

**Question No: 10 ( Marks: 1 ) - Please choose one**

If  $S=1$  and  $R=1$ , then  $Q(t+1) =$  \_\_\_\_\_ for negative edge triggered flip-flop

- ▶ 0
- ▶ 1
- ▶ **Invalid (Page 230)**
- ▶ Input is invalid

**Question No: 11 ( Marks: 1 ) - Please choose one**

The operation of J-K flip-flop is similar to that of the SR flip-flop except that the J-K flip-flop \_\_\_\_\_

- ▶ **Doesn't have an invalid state (Page 232) rep**
- ▶ Sets to clear when both  $J = 0$  and  $K = 0$
- ▶ It does not show transition on change in pulse
- ▶ It does not accept asynchronous inputs

**Question No: 12 ( Marks: 1 ) - Please choose one**

The minimum time for which the input signal has to be maintained at the input of flip-flop is called \_\_\_\_\_ of the flip-flop.

- ▶ Set-up time
- ▶ **Hold time (Page 242)**
- ▶ Pulse Interval time
- ▶ Pulse Stability time (PST)

**Question No: 13 ( Marks: 1 ) - Please choose one**

We have a digital circuit. Different parts of circuit operate at different clock frequencies (4MHZ, 2MHZ and 1MHZ), but we have a single clock source having a fix clock frequency (4MHZ), we can get help by

- ▶ Using S-R Flop-Flop
- ▶ D-flipflop
- ▶ **J-K flip-flop (Page 252)**
- ▶ T-Flip-Flop

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**Question No: 14 ( Marks: 1 ) - Please choose one**

In asynchronous digital systems all the circuits change their state with respect to a common clock

- ▶ True
- ▶ **False (Page 245)**

**Question No: 15 ( Marks: 1 ) - Please choose one**

A positive edge-triggered flip-flop changes its state when \_\_\_\_\_

- ▶ **Low-to-high transition of clock (Page 228) rep**
- ▶ High-to-low transition of clock
- ▶ Enable input (EN) is set
- ▶ Preset input (PRE) is set

**Question No: 16 ( Marks: 1 ) - Please choose one**

A negative edge-triggered flip-flop changes its state when \_\_\_\_\_

- ▶ Enable input (EN) is set
- ▶ Preset input (PRE) is set
- ▶ Low-to-high transition of clock
- ▶ **High-to-low transition of clock (Page 228)**

**Question No: 17 ( Marks: 1 ) - Please choose one**

A flip-flop is connected to +5 volts and it draws 5 mA of current during its operation, the power dissipation of the flip-flop is

- ▶ 10 mW
- ▶ **25 mW (Page 242)**
- ▶ 64 mW
- ▶ 1024

**Question No: 18 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ occurs when the same clock signal arrives at different times at different clock inputs due to propagation delay.

- ▶ Race condition
- ▶ **Clock Skew (Page 226) rep**
- ▶ Ripple Effect
- ▶ None of given options

**Question No: 19 ( Marks: 1 ) - Please choose one**

A counter is implemented using three (3) flip-flops, possibly it will have \_\_\_\_\_ maximum output status.

- ▶ 3
- ▶ 7
- ▶ **8 (Page 272) rep**
- ▶ 15

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**Question No: 20 ( Marks: 1 ) - Please choose one**

A divide-by-50 counter divides the input \_\_\_\_\_ signal to a 1 Hz signal.

- ▶ 10 Hz
- ▶ **50 Hz (Page 298)**
- ▶ 100 Hz
- ▶ 500 Hz

**Question No: 21 ( Marks: 1 ) - Please choose one**

The design and implementation of synchronous counters start from \_\_\_\_\_

- ▶ Truth table
- ▶ k-map
- ▶ state table
- ▶ **state diagram (Page 319)**

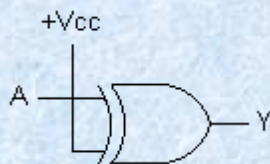
**Question No: 22 ( Marks: 1 ) - Please choose one**

A synchronous decade counter will have \_\_\_\_\_ flip-flops

- ▶ 3
- ▶ **4 (Page 281) rep**
- ▶ 7
- ▶ 10

**Question No: 23 ( Marks: 1 ) - Please choose one**

The output of this circuit is always \_\_\_\_\_.



- ▶ 1
- ▶ 0
- ▶ **A [Click here for Detail](#) rep**
- ▶  $\bar{A}$

**Question No: 24 ( Marks: 1 ) - Please choose one**

At T<sub>0</sub> the value stored in a 4-bit left shift was “1”. What will be the value of register after three clock pulses?

- ▶ 2
- ▶ 4
- ▶ 6
- ▶ **8 (not sure) rep**

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**Question No: 25 ( Marks: 1 ) - Please choose one**

In \_\_\_\_\_ the  $\overline{Q}$  output of the last flip-flop of the shift register is connected to the data input of the first flip-flop.

- ▶ Moore machine
- ▶ Meally machine
- ▶ **Johnson counter (Page 354)**
- ▶ Ring counter

**Question No: 26 ( Marks: 1 ) - Please choose one**

In \_\_\_\_\_ Q output of the last flip-flop of the shift register is connected to the data input of the first flip-flop of the shift register.

- ▶ Moore machine
- ▶ Meally machine
- ▶ Johnson counter
- ▶ **Ring counter (Page 355) rep**

**Question No: 27 ( Marks: 1 ) - Please choose one**

**Which is not characteristic of a shift register?**

- ▶ **Serial in/parallel in (Page 346)**
- ▶ Serial in/parallel out
- ▶ Parallel in/serial out
- ▶ Parallel in/parallel out

**Question No: 28 ( Marks: 1 ) - Please choose one**

**Assume that a 4-bit serial in/serial out shift register is initially clear. We wish to store the nibble 1100. What will be the 4-bit pattern after the second clock pulse? (Right-most bit first.)**

- ▶ **1100**
- ▶ 0011
- ▶ **0000 [Click here for detail](#) rep**
- ▶ 1111

**Question No: 29 ( Marks: 1 ) - Please choose one**

The \_\_\_\_\_ of a ROM is the time it takes for the data to appear at the Data Output of the ROM chip after an address is applied at the address input lines

- ▶ Write Time
- ▶ Recycle Time
- ▶ Refresh Time
- ▶ **Access Time (Page 417) rep**

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**Question No: 30 ( Marks: 1 ) - Please choose one**

The sequence of states that are implemented by a n-bit Johnson counter is

- ▶  $n+2$  (n plus 2)
- ▶  **$2n$  (n multiplied by 2) (Page 354) rep**
- ▶  $2^n$  (2 raise to power n)
- ▶  $n^2$  (n raise to power 2)

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**Question No: 1 ( Marks: 1 ) - Please choose one**

NOR Gate can be used to perform the operation of AND, OR and NOT Gate

- ▶ FALSE
- ▶ **TRUE (Page 250)**

**Question No: 2 ( Marks: 1 ) - Please choose one**

The output of an XNOR gate is 1 when \_\_\_\_\_

- I) All the inputs are zero
  - II) Any of the inputs is zero
  - III) Any of the inputs is one
  - IV) All the inputs are one
- ▶ I Only
  - ▶ IV Only
  - ▶ I and IV only
  - ▶ **II and III only (Page 53)**

**Question No: 3 ( Marks: 1 ) - Please choose one**

NAND gate is formed by connecting \_\_\_\_\_

- ▶ **AND Gate and then NOT Gate (Page 45)**
- ▶ NOT Gate and then AND Gate
- ▶ AND Gate and then OR Gate
- ▶ OR Gate and then AND Gate

**Question No: 4 ( Marks: 1 ) - Please choose one**

Consider  $A=1, B=0, C=1$ . A, B and C represent the input of three bit NAND gate the output of the NAND gate will be \_\_\_\_\_

- ▶ Zero
- ▶ **One (Page 46)**
- ▶ Undefined
- ▶ No output as input is invalid

**Question No: 5 ( Marks: 1 ) - Please choose one**

The capability that allows the PLDs to be programmed after they have been installed on a circuit board is called

- ▶ Radiation-Erase programming method (REPM)
- ▶ **In-System Programming (ISP) (Page 194)**
- ▶ In-chip Programming (ICP)
- ▶ Electronically-Erase programming method (EEPROM)

**Question No: 6 ( Marks: 1 ) - Please choose one**

The ABEL symbol for “OR” operation is

- ▶ !
- ▶ &
- ▶ **# (Page 201) rep**
- ▶ \$

**Question No: 7 ( Marks: 1 ) - Please choose one**

If  $S=1$  and  $R=1$ , then  $Q(t+1) =$  \_\_\_\_\_ for negative edge triggered flip-flop

- ▶ 0
- ▶ 1
- ▶ **Invalid (Page 230) rep**
- ▶ Input is invalid

**Question No: 8 ( Marks: 1 ) - Please choose one**

The operation of J-K flip-flop is similar to that of the SR flip-flop except that the J-K flip-flop \_\_\_\_\_

- ▶ **Doesn't have an invalid state (Page 232) rep**
- ▶ Sets to clear when both  $J = 0$  and  $K = 0$
- ▶ It does not show transition on change in pulse
- ▶ It does not accept asynchronous inputs

**Question No: 9 ( Marks: 1 ) - Please choose one**

For a gated D-Latch if  $EN=1$  and  $D=1$  then  $Q(t+1) =$  \_\_\_\_\_

- ▶ 0
- ▶ **1 (Page 227) rep**
- ▶  $Q(t)$
- ▶ Invalid

**Question No: 10 ( Marks: 1 ) - Please choose one**

In asynchronous digital systems all the circuits change their state with respect to a common clock

- ▶ True
- ▶ **False (Page 245) rep**

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**Question No: 11 ( Marks: 1 ) - Please choose one**

A positive edge-triggered flip-flop changes its state when \_\_\_\_\_

- ▶ **Low-to-high transition of clock (Page 228) rep**
- ▶ High-to-low transition of clock
- ▶ Enable input (EN) is set
- ▶ Preset input (PRE) is set

**Question No: 12 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ is one of the examples of asynchronous inputs.

- ▶ J-K input
- ▶ S-R input
- ▶ D input
- ▶ **Clear Input (CLR) (Page 235) rep**

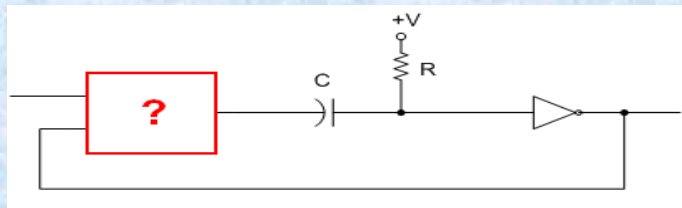
**Question No: 13 ( Marks: 1 ) - Please choose one**

The \_\_\_\_\_ input overrides the \_\_\_\_\_ input

- ▶ **Asynchronous, synchronous (Page 369) rep**
- ▶ Synchronous, asynchronous
- ▶ Preset input (PRE), Clear input (CLR)
- ▶ Clear input (CLR), Preset input (PRE)

**Question No: 14 ( Marks: 1 ) - Please choose one**

Following Is the circuit diagram of mono-stable device which gate will be replaced by the red colored rectangle in the circuit.



- ▶ AND
- ▶ NAND
- ▶ NOR
- ▶ **XNOR (Page 262)**

**Question No: 15 ( Marks: 1 ) - Please choose one**

In \_\_\_\_\_ outputs depend only on the combination of current state and inputs.

- ▶ **Mealy machine (Page 332)**
- ▶ Moore Machine
- ▶ State Reduction table
- ▶ State Assignment table

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**Question No: 16 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ is used to simplify the circuit that determines the next state.

- ▶ State diagram
- ▶ Next state table
- ▶ State reduction
- ▶ **State assignment (Page 335) rep**

**Question No: 17 ( Marks: 1 ) - Please choose one**

A multiplexer with a register circuit converts \_\_\_\_\_

- ▶ Serial data to parallel
- ▶ **Parallel data to serial (Page 356) rep**
- ▶ Serial data to serial
- ▶ Parallel data to parallel

**Question No: 18 ( Marks: 1 ) - Please choose one**

In asynchronous transmission when the transmission line is idle, \_\_\_\_\_

- ▶ It is set to logic low
- ▶ **It is set to logic high (Page 356) rep**
- ▶ Remains in previous state
- ▶ State of transmission line is not used to start transmission

**Question No: 19 ( Marks: 1 ) - Please choose one**

In the following statement

Z PIN 20 ISTYPE 'reg.invert';

The keyword "reg.invert" indicates \_\_\_\_\_

- ▶ An inverted register input
- ▶ An inverted register input at pin 20
- ▶ Active-high Registered Mode output
- ▶ **Active-low Registered Mode output (Page 360)**

**Question No: 20 ( Marks: 1 ) - Please choose one**

A Nibble consists of \_\_\_\_\_ bits

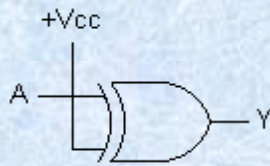
- ▶ 2
- ▶ **4 (Page 394)**
- ▶ 8
- ▶ 16

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**Question No: 21 ( Marks: 1 ) - Please choose one**  
The output of this circuit is always \_\_\_\_\_.



- ▶ 1
- ▶ 0
- ▶ **A** [Click here for detail](#) rep
- ▶  $\bar{A}$

**Question No: 22 ( Marks: 1 ) - Please choose one**

At T<sub>0</sub> the value stored in a 4-bit left shift was “1”. What will be the value of register after three clock pulses?

- ▶ 2
- ▶ 4
- ▶ 6
- ▶ **8** (not sure) rep

**Question No: 23 ( Marks: 1 ) - Please choose one**

A bidirectional 4-bit shift register is storing the nibble 1110. Its RIGHT/LEFT input is LOW. The nibble 0111 is waiting to be entered on the serial data-input line. After two clock pulses, the shift register is storing \_\_\_\_\_.

- ▶ 1110
- ▶ 0111
- ▶ 1000
- ▶ **1001** [Click he re for detail](#)

**Question No: 24 ( Marks: 1 ) - Please choose one**

The high density FLASH memory cell is implemented using \_\_\_\_\_

- ▶ **1 floating-gate MOS transistor** (Page 419) rep
- ▶ 2 floating-gate MOS transistors
- ▶ 4 floating-gate MOS transistors
- ▶ 6 floating-gate MOS transistors

**Question No: 25 ( Marks: 1 ) - Please choose one**

In order to synchronize two devices that consume and produce data at different rates, we can use \_\_\_\_\_

- ▶ Read Only Memory
- ▶ **Fist In First Out Memory** (Page 425)
- ▶ Flash Memory
- ▶ Fast Page Access Mode Memory

**Question No: 26 ( Marks: 1 ) - Please choose one**

If the FIFO Memory output is already filled with data then \_\_\_\_\_

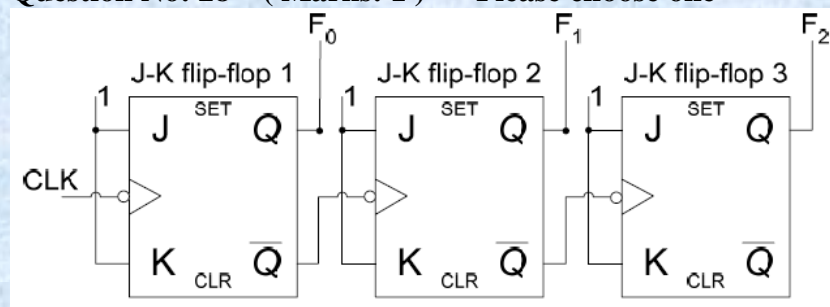
- ▶ It is locked; no data is allowed to enter
- ▶ It is not locked; the new data overwrites the previous data.
- ▶ Previous data is swapped out of memory and new data enters
- ▶ **None of given options**

**Question No: 27 ( Marks: 1 ) - Please choose one**

The process of converting the analogue signal into a digital representation (code) is known as \_\_\_\_\_

- ▶ Strobing
- ▶ Amplification
- ▶ **Quantization (Page 445)**
- ▶ Digitization

**Question No: 28 ( Marks: 1 ) - Please choose one**



Above is the circuit diagram of \_\_\_\_\_.

- ▶ **Asynchronous up-counter (Page 270) rep**
- ▶ Asynchronous down-counter
- ▶ Synchronous up-counter
- ▶ Synchronous down-counter

**Question No: 29 ( Marks: 1 ) - Please choose one**

$(A + B)(A + \bar{B} + C)(\bar{A} + C)$  is an example of \_\_\_\_\_

- ▶ **Product of sum form (Page 77)**
- ▶ Sum of product form
- ▶ Demorgans law
- ▶ Associative law

**Question No: 30 ( Marks: 1 ) - Please choose one**

$Q2 := Q1 \text{ OR } X \text{ OR } Q3$

The above ABEL expression will be

- ▶  $Q2 := Q1 \$ X \$ Q3$
- ▶  **$Q2 := Q1 \# X \# Q3$  (Page 210)**
- ▶  $Q2 := Q1 \& X \& Q3$
- ▶  $Q2 := Q1 ! X ! Q3$

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**Question No: 1 ( Marks: 1 ) - Please choose one**

Caveman number system is Base \_\_\_\_\_ number system

- ▶ 2
- ▶ **5 (Page 11)**
- ▶ 10
- ▶ 16

**Question No: 2 ( Marks: 1 ) - Please choose one**

The output of an XOR gate is zero (0) when \_\_\_\_\_

- I) All the inputs are zero
- II) Any of the inputs is zero
- III) Any of the inputs is one
- IV) All the inputs are one

- ▶ I Only
- ▶ IV Only
- ▶ **I and IV only (Page 53)**
- ▶ II and III only

**Question No: 3 ( Marks: 1 ) - Please choose one**

The decimal "17" in BCD will be represented as \_\_\_\_\_ **10001(right opt is not given)**

- ▶ 11101
- ▶ 11011
- ▶ **10111 (According to rule) rep**
- ▶ 11110

**Question No: 4 ( Marks: 1 ) - Please choose one**

A Karnaugh map is similar to a truth table because it presents all the possible values of input variables and the resulting output of each value.

- ▶ **True [Click here for Detail](#) rep**
- ▶ False

**Question No: 5 ( Marks: 1 ) - Please choose one**

The simplest and most commonly used Decoders are the \_\_\_\_\_ Decoders

- ▶ **n to 2n (Page 158)**
- ▶ (n-1) to 2n
- ▶ (n-1) to (2n-1)
- ▶ n to 2n-1

**Question No: 6 ( Marks: 1 ) - Please choose one**

The \_\_\_\_\_ Encoder is used as a keypad encoder.

- ▶ 2-to-8 encoder
- ▶ 4-to-16 encoder
- ▶ BCD-to-Decimal
- ▶ **Decimal-to-BCD Priority (Page 166)**

**Question No: 7 ( Marks: 1 ) - Please choose one**

3-to-8 decoder can be used to implement Standard SOP and POS Boolean expressions

- ▶ **True (Page 161)**
- ▶ False

**Question No: 8 ( Marks: 1 ) - Please choose one**

If  $S=1$  and  $R=0$ , then  $Q(t+1) =$  \_\_\_\_\_ for positive edge triggered flip-flop

- ▶ 0
- ▶ **1 (Page 230)**
- ▶ Invalid
- ▶ Input is invalid

**Question No: 9 ( Marks: 1 ) - Please choose one**

If the S and R inputs of the gated S-R latch are connected together using a \_\_\_\_\_ gate then there is only a single input to the latch. The input is represented by D instead of S or R (A gated D-Latch)

- ▶ AND
- ▶ OR
- ▶ **NOT (Page 226)**
- ▶ XOR

**Question No: 10 ( Marks: 1 ) - Please choose one**

In asynchronous digital systems all the circuits change their state with respect to a common clock

- ▶ True
- ▶ **False (Page 245) rep**

**Question No: 11 ( Marks: 1 ) - Please choose one**

The low to high or high to low transition of the clock is considered to be a(n) \_\_\_\_\_

- ▶ State
- ▶ **Edge (Page 228)**
- ▶ Trigger
- ▶ One-shot

**Question No: 12 ( Marks: 1 ) - Please choose one**

A positive edge-triggered flip-flop changes its state when \_\_\_\_\_

▶ **Low-to-high transition of clock (Page 228)**

- ▶ High-to-low transition of clock
- ▶ Enable input (EN) is set
- ▶ Preset input (PRE) is set

**Question No: 13 ( Marks: 1 ) - Please choose one**

RCO Stands for \_\_\_\_\_

- ▶ Reconfiguration Counter Output
- ▶ Reconfiguration Clock Output
- ▶ Ripple Counter Output
- ▶ **Ripple Clock Output (Page 285)**

**Question No: 14 ( Marks: 1 ) - Please choose one**

Bi-stable devices remain in either of their \_\_\_\_\_ states unless the inputs force the device to switch its state

- ▶ Ten
- ▶ Eight
- ▶ Three
- ▶ **Two (Page 262) rep**

**Question No: 15 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ is one of the examples of asynchronous inputs.

- ▶ J-K input
- ▶ S-R input
- ▶ D input
- ▶ **Clear Input (CLR) (Page 255) rep**

**Question No: 16 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ occurs when the same clock signal arrives at different times at different clock inputs due to propagation delay.

- ▶ Race condition
- ▶ **Clock Skew (Page 226) rep**
- ▶ Ripple Effect
- ▶ None of given options

**Question No: 17 ( Marks: 1 ) - Please choose one**

A transparent mode means \_\_\_\_\_

- ▶ **The changes in the data at the inputs of the latch are seen at the output (Page 245)**
- ▶ The changes in the data at the inputs of the latch are not seen at the output
- ▶ Propagation Delay is zero (Output is immediately changed when clock signal is applied)
- ▶ Input Hold time is zero (no need to maintain input after clock transition)

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**Question No: 18 ( Marks: 1 ) - Please choose one**

In \_\_\_\_\_ outputs depend only on the current state.

- ▶ Mealy machine
- ▶ **Moore Machine (Page 332)**
- ▶ State Reduction table
- ▶ State Assignment table

**Question No: 19 ( Marks: 1 ) - Please choose one**

The alternate solution for a multiplexer and a register circuit is \_\_\_\_\_

- ▶ **Parallel in / Serial out shift register (Page 356) rep**
- ▶ Serial in / Parallel out shift register
- ▶ Parallel in / Parallel out shift register
- ▶ Serial in / Serial Out shift register

**Question No: 20 ( Marks: 1 ) - Please choose one**

The alternate solution for a demultiplexer-register combination circuit is \_\_\_\_\_

- ▶ Parallel in / Serial out shift register
- ▶ **Serial in / Parallel out shift register (Page 356) rep**
- ▶ Parallel in / Parallel out shift register
- ▶ Serial in / Serial Out shift register

**Question No: 21 ( Marks: 1 ) - Please choose one**

In asynchronous transmission when the transmission line is idle, \_\_\_\_\_

- ▶ It is set to logic low
- ▶ **It is set to logic high (Page 356) rep**
- ▶ Remains in previous state
- ▶ State of transmission line is not used to start transmission

**Question No: 22 ( Marks: 1 ) - Please choose one**

Smallest unit of binary data is a \_\_\_\_\_

- ▶ **Bit (Page 394)**
- ▶ Nibble
- ▶ Byte
- ▶ Word

**Question No: 23 ( Marks: 1 ) - Please choose one**

A Nibble consists of \_\_\_\_\_ bits

- ▶ 2
- ▶ **4 (Page 394) rep**
- ▶ 8
- ▶ 16

**Question No: 24 ( Marks: 1 ) - Please choose one**

A GAL is essentially a \_\_\_\_\_.

- ▶ Non-reprogrammable PAL
- ▶ PAL that is programmed only by the manufacturer
- ▶ Very large PAL
- ▶ **Reprogrammable PAL (Page 183) rep**

**Question No: 25 ( Marks: 1 ) - Please choose one**

A 8-bit serial in / parallel out shift register contains the value “8”, \_\_\_\_\_ clock signal(s) will be required to shift the value completely out of the register.

- ▶ 1
- ▶ 2
- ▶ 4
- ▶ **8 (Page 356) rep**

**Question No: 26 ( Marks: 1 ) - Please choose one**

DRAM stands for \_\_\_\_\_

- ▶ **Dynamic RAM (Page 407) rep**
- ▶ Data RAM
- ▶ Demoduler RAM
- ▶ None of given options

**Question No: 27 ( Marks: 1 ) - Please choose one**

FIFO is an acronym for \_\_\_\_\_

- ▶ **First In, First Out (Page 424) rep**
- ▶ Fly in, Fly Out
- ▶ Fast in, Fast Out
- ▶ None of given options

**Question No: 28 ( Marks: 1 ) - Please choose one (Diagram is missing)**

In the circuit diagram of 3-bit synchronous counter shown above, The red rectangle would be replaced by which gate?

- ▶ AND
- ▶ OR
- ▶ NAND
- ▶ XNOR

**Question No: 29 ( Marks: 1 ) - Please choose one**

The sequence of states that are implemented by a n-bit Johnson counter is

- ▶  $n+2$  (n plus 2)
- ▶  **$2n$  (n multiplied by 2) (Page 354) rep**
- ▶  $2^n$  (2 raise to power n)
- ▶  $n^2$  (n raise to power 2)

**Question No: 30 ( Marks: 1 ) - Please choose one**

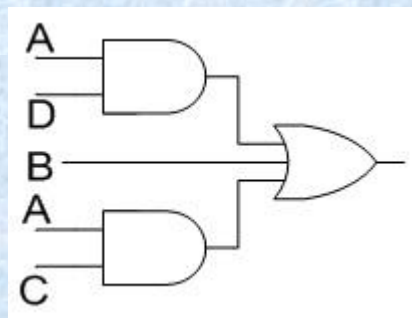
Stack is an acronym for \_\_\_\_\_

- ▶ FIFO memory
- ▶ **LIFO memory (Page 429) rep**
- ▶ Flash Memory
- ▶ Bust Flash Memory

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**Question No: 1 ( Marks: 1 ) - Please choose one**

The diagram given below represents \_\_\_\_\_



- ▶ Demorgans law
- ▶ Associative law
- ▶ Product of sum form
- ▶ **Sum of product form (Page 78) rep**

**Question No: 2 ( Marks: 1 ) - Please choose one**

Excess-8 code assigns \_\_\_\_\_ to “+7”

- ▶ **0000 (Page 34) rep**
- ▶ 1001
- ▶ 1000
- ▶ 1111

**Question No: 3 ( Marks: 1 ) - Please choose one**

NOR gate is formed by connecting \_\_\_\_\_

- ▶ **OR Gate and then NOT Gate (Page 47)**
- ▶ NOT Gate and then OR Gate
- ▶ AND Gate and then OR Gate
- ▶ OR Gate and then AND Gate

**Question No: 4 ( Marks: 1 ) - Please choose one**

A full-adder has a  $C_{in} = 0$ . What are the sum ( $\sigma$ ) and the carry ( $C_{out}$ ) when  $A = 1$  and  $B = 1$ ?

- ▶  $\sigma = 0, C_{out} = 0$
- ▶  **$\sigma = 0, C_{out} = 1$  (Page 135) rep**
- ▶  $\sigma = 1, C_{out} = 0$
- ▶  $\sigma = 1, C_{out} = 1$

**Question No: 5 ( Marks: 1 ) - Please choose one**

A particular half adder has

- ▶ 2 INPUTS AND 1 OUTPUT
- ▶ **2 INPUTS AND 2 OUTPUT (Page 134)**
- ▶ 3 INPUTS AND 1 OUTPUT
- ▶ 3 INPUTS AND 2 OUTPUT

**Question No: 6 ( Marks: 1 ) - Please choose one**

THE FOUR OUTPUTS OF TWO 4-INPUT MULTIPLEXERS, CONNECTED TO FORM A 16-INPUT MULTIPLEXER, ARE CONNECTED TOGETHER THROUGH A 4-INPUT \_\_\_\_\_ GATE

- ▶ AND
- ▶ **OR (Page 171)**
- ▶ NAND
- ▶ XOR

**Question No: 7 ( Marks: 1 ) - Please choose one**

A FIELD-PROGRAMMABLE LOGIC ARRAY CAN BE PROGRAMMED BY THE USER AND NOT BY THE MANUFACTURER.

- ▶ **TRUE (Page 182)**
- ▶ FALSE

**Question No: 8 ( Marks: 1 ) - Please choose one**

Flip flops are also called \_\_\_\_\_

- ▶ Bi-stable dualvibrators
- ▶ Bi-stable transformer
- ▶ **Bi-stable multivibrators (Page 228)**
- ▶ Bi-stable singlevibrators

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**Question No: 9 ( Marks: 1 ) - Please choose one**

A positive edge-triggered flip-flop changes its state when \_\_\_\_\_

- ▶ **Low-to-high transition of clock (Page 228)**
- ▶ High-to-low transition of clock
- ▶ Enable input (EN) is set
- ▶ Preset input (PRE) is set

**Question No: 10 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ is one of the examples of synchronous inputs.

- ▶ **J-K input (Page 235)**
- ▶ EN input
- ▶ Preset input (PRE)
- ▶ Clear Input (CLR)

**Question No: 11 ( Marks: 1 ) - Please choose one**

THE GLITCHES DUE TO RACE CONDITION CAN BE AVOIDED BY USING A \_\_\_\_\_

- ▶ GATED FLIP-FLOPS
- ▶ PULSE TRIGGERED FLIP-FLOPS
- ▶ POSITIVE-EDGE TRIGGERED FLIP-FLOPS
- ▶ **NEGATIVE-EDGE TRIGGERED FLIP-FLOPS (Page 267) rep**

**Question No: 12 ( Marks: 1 ) - Please choose one**

The design and implementation of synchronous counters start from \_\_\_\_\_

- ▶ Truth table
- ▶ k-map
- ▶ state table
- ▶ **state diagram (Page 319) rep**

**Question No: 13 ( Marks: 1 ) - Please choose one**

THE HOURS COUNTER IS IMPLEMENTED USING \_\_\_\_\_

- ▶ ONLY A SINGLE MOD-12 COUNTER IS REQUIRED
- ▶ MOD-10 AND MOD-6 COUNTERS
- ▶ MOD-10 AND MOD-2 COUNTERS
- ▶ **A SINGLE DECADE COUNTER AND A FLIP-FLOP (Page 299) rep**

**Question No: 14 ( Marks: 1 ) - Please choose one**

Given the state diagram of an up/down counter, we can find \_\_\_\_\_

- ▶ **The next state of a given present state (Page 371) rep**
- ▶ The previous state of a given present state
- ▶ Both the next and previous states of a given state
- ▶ The state diagram shows only the inputs/outputs of a given states

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**Question No: 15 ( Marks: 1 ) - Please choose one**

In \_\_\_\_\_ outputs depend only on the current state.

- ▶ Mealy machine
- ▶ **Moore Machine (Page 332) rep**
- ▶ State Reduction table
- ▶ State Assignment table

**Question No: 16 ( Marks: 1 ) - Please choose one**

A synchronous decade counter will have \_\_\_\_\_ flip-flops

- ▶ 3
- ▶ **4 (Page 281)**
- ▶ 7
- ▶ 10

**Question No: 17 ( Marks: 1 ) - Please choose one**

A multiplexer with a register circuit converts \_\_\_\_\_

- ▶ Serial data to parallel
- ▶ **Parallel data to serial (Page 356) rep**
- ▶ Serial data to serial
- ▶ Parallel data to parallel

**Question No: 18 ( Marks: 1 ) - Please choose one**

The alternate solution for a multiplexer and a register circuit is \_\_\_\_\_

- ▶ **Parallel in / Serial out shift register (Page 356)**
- ▶ Serial in / Parallel out shift register
- ▶ Parallel in / Parallel out shift register
- ▶ Serial in / Serial Out shift register

**Question No: 19 ( Marks: 1 ) - Please choose one**

AT TO THE VALUE STORED IN A 4-BIT LEFT SHIFT WAS “1”. WHAT WILL BE THE VALUE OF REGISTER AFTER THREE CLOCK PULSES?

- ▶ 2
- ▶ 4
- ▶ 6
- ▶ **8 (not sure) rep**

**Question No: 20 ( Marks: 1 ) - Please choose one**

A 8-bit serial in / parallel out shift register contains the value “8”, \_\_\_\_\_ clock signal(s) will be required to shift the value completely out of the register.

- ▶ 1
- ▶ 2
- ▶ 4
- ▶ **8 (Page 356)**

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**Question No: 21 ( Marks: 1 ) - Please choose one**

5-BIT JOHNSON COUNTER SEQUENCES THROUGH \_\_\_\_ STATES

- ▶ 7
- ▶ **10 (Page 354) rep**
- ▶ 32
- ▶ 25

**Question No: 22 ( Marks: 1 ) - Please choose one**

In \_\_\_\_\_ Q output of the last flip-flop of the shift register is connected to the data input of the first flip-flop of the shift register.

- ▶ Moore machine
- ▶ Meally machine
- ▶ Johnson counter
- ▶ **Ring counter (Page 355)**

**Question No: 23 ( Marks: 1 ) - Please choose one**

DRAM stands for \_\_\_\_\_

- ▶ **Dynamic RAM (Page 407) rep**
- ▶ Data RAM
- ▶ Demoduler RAM
- ▶ None of given options

**Question No: 24 ( Marks: 1 ) - Please choose one**

If the FIFO Memory output is already filled with data then \_\_\_\_\_

- ▶ It is locked; no data is allowed to enter
- ▶ It is not locked; the new data overwrites the previous data.
- ▶ Previous data is swapped out of memory and new data enters
- ▶ **None of given options**

**Question No: 25 ( Marks: 1 ) - Please choose one**

LUT is acronym for \_\_\_\_\_

- ▶ **Look Up Table (Page 439) rep**
- ▶ Local User Terminal
- ▶ Least Upper Time Period
- ▶ None of given options

**Question No: 26 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ of a D/A converter is determined by comparing the actual output of a D/A converter with the expected output.

- ▶ Resolution
- ▶ **Accuracy (Page 460) rep**
- ▶ Quantization
- ▶ Missing Code

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**Question No: 27 ( Marks: 1 ) - Please choose one (Diagram is missing)**

In the circuit diagram of 3-bit synchronous counter The red rectangle, shown above would be replaced which gate?

- ▶ AND
- ▶ OR
- ▶ NAND
- ▶ XNOR

**Question No: 28 ( Marks: 1 ) - Please choose one**

WHEN BOTH THE INPUTS OF EDGE-TRIGGERED J-K FLOP-FLOP ARE SET TO LOGIC ZERO -----

- ▶ THE FLOP-FLOP IS TRIGGERED
- ▶  $Q=0$  AND  $Q'=1$
- ▶  $Q=1$  AND  $Q'=0$
- ▶ **THE OUTPUT OF FLIP-FLOP REMAINS UNCHANGED (page 223)**

**Question No: 29 ( Marks: 1 ) - Please choose one**

A frequency counter \_\_\_\_\_

- ▶ Counts pulse width
- ▶ **Counts no. of clock pulses in 1 second (Page 301) rep**
- ▶ Counts high and low range of given clock pulse
- ▶ None of given options

**Question No: 30 ( Marks: 1 ) - Please choose one**

Stack is an acronym for \_\_\_\_\_

- ▶ FIFO memory
- ▶ **LIFO memory (Page 429) rep**
- ▶ Flash Memory
- ▶ Bust Flash Memory

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