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**School of Engineering**  
**Make Up Examinations – December 2025**

<b>Semester:</b> MK	<b>Date:</b> 26-12-2025
<b>Course Code:</b> ECE2009	<b>Time:</b> : 1.00pm to 04.00pm
<b>Course Name:</b> Digital Computer Fundamentals	<b>Max Marks:</b> 100
<b>Program:</b> BCA	<b>Weightage:</b> 50%

**Instructions:**

- (i) Read all questions carefully and answer accordingly.
- (ii) Do not write anything on the question paper other than roll number.

**Part A**

<b>Answer ALL the Questions. Each question carries 2marks.</b>		<b>2Mx10Q=20M</b>		
<b>1</b>	Draw NOT gate using NOR gate	<b>2 Marks</b>	<b>L3</b>	<b>C01</b>
<b>2</b>	Define combinational Circuit?	<b>2 Marks</b>	<b>L2</b>	<b>C02</b>
<b>3</b>	Describe sequential circuit with block diagram	<b>2 Marks</b>	<b>L2</b>	<b>C03</b>
<b>4</b>	Draw block diagram for the 2-bit magnitude comparator	<b>2 Marks</b>	<b>L2</b>	<b>C02</b>
<b>5</b>	Hexadecimal numbers are represented with base 16. Convert $(BC9)_{16} = ( \quad )_2$	<b>2 Marks</b>	<b>L3</b>	<b>C01</b>
<b>6</b>	Describe JK flip flop with block diagram	<b>2 Marks</b>	<b>L2</b>	<b>C03</b>
<b>7</b>	Draw the Universal gates diagram and its truth table	<b>2 Marks</b>	<b>L2</b>	<b>C01</b>
<b>8</b>	What is the difference between combinational and sequential circuits	<b>2 Marks</b>	<b>L2</b>	<b>C03</b>
<b>9</b>	What is the difference between edge triggered and level triggered flip flops	<b>2 Marks</b>	<b>L4</b>	<b>C03</b>
<b>10</b>	Draw the block diagram and truth table of 2x4 decoder	<b>2 Marks</b>	<b>L2</b>	<b>C02</b>

**Part B**

<b>Answer ALL Questions. Each question carries 20 marks.</b>			<b>4QX20M=80M</b>		
<b>11</b>	<b>a</b>	Simplify the following Boolean functions using 3 variable maps: 1. $F(x,y,z) = \Sigma(3,4,5,6,7)$ 2. $F(x,y,z) = \Sigma(1,2,3,5,6,7)$	<b>10 Marks</b>	<b>L2</b>	<b>CO1</b>
	<b>b</b>	Describe briefly the basic gates and universal gates with truth table, equations and logic diagrams	<b>10 Marks</b>	<b>L2</b>	<b>CO1</b>
<b>Or</b>					
<b>12</b>	<b>a</b>	Simplify the following Boolean functions using 3 variable maps: 1. $F(x,y,z) = \Sigma(3,4,5,6,7)$ 2. $F(x,y,z) = \Sigma(0,2,4,6)$	<b>10 Marks</b>	<b>L2</b>	<b>CO1</b>
	<b>b</b>	Write the basic laws of Boolean algebra with its truth table along with it's postulates for OR and AND functions	<b>10 Marks</b>	<b>L3</b>	<b>CO1</b>
<b>Or</b>					
<b>13</b>	<b>a</b>	Design the 2x4 demultiplexer logic diagram and along with 4x2 multiplexer with truth table	<b>10 Marks</b>	<b>L3</b>	<b>CO2</b>
	<b>b</b>	Design the 3-to-8-line decoder with near block diagram with truth table	<b>10 Marks</b>	<b>L3</b>	<b>CO2</b>
<b>Or</b>					
<b>14</b>	<b>a</b>	Design the 2-bit magnitude comparator using k – map method and draw the logic diagram with truth table	<b>10 Marks</b>	<b>L3</b>	<b>CO2</b>
	<b>b</b>	Design the 8-to-3-line encoder with near block diagram with truth table	<b>10 Marks</b>	<b>L3</b>	<b>CO2</b>
<b>Or</b>					
<b>15</b>	<b>a</b>	Draw the diagram for JK flip flop, implement using NAND gate and also write the truth table	<b>10 Marks</b>	<b>L2</b>	<b>CO3</b>
	<b>b</b>	Draw the diagram for T flip flop, implement using NAND gate and also write the truth table	<b>10 Marks</b>	<b>L2</b>	<b>CO3</b>
<b>Or</b>					
<b>16</b>	<b>a</b>	Draw the diagram for SR flip flop, implement using NAND gate and also write the truth table	<b>10 Marks</b>	<b>L2</b>	<b>CO3</b>
	<b>b</b>	Draw the diagram for D flip flop, implement using NAND gate and also write the truth table	<b>10 Marks</b>	<b>L2</b>	<b>CO3</b>

<b>17</b>	<b>a</b>	Design the 1-bit magnitude comparator using k – map method and draw the logic diagram with truth table	<b>5 Marks</b>	<b>L3</b>	<b>C02</b>
	<b>b</b>	Construct a two-bit up counter using JK flip flop also write down the truth table indicating present state and next state of the counter and respective flip flop values and implement using NAND gate	<b>15 Marks</b>	<b>L4</b>	<b>C03</b>
<b>Or</b>					
<b>18</b>	<b>a</b>	Design a Full subtractor using k – map method and write down the truth table and its logic diagram	<b>5 Marks</b>	<b>L3</b>	<b>C02</b>
	<b>b</b>	Construct a two-bit down counter using JK flip flop also write down the truth table indicating present state and next state of the counter and respective flip flop values and implement using NAND gate	<b>15 Marks</b>	<b>L4</b>	<b>C03</b>