## COMPUTER ORGANISATION

Time: Three hours

Maximum: 100 marks

PART A  $-(6 \times 5 = 30 \text{ marks})$ 

Answer any SIX questions.

- 1. What are interrupts? Explain.
- 2. Explain subroutines?
- 3. What is an instruction format?
- 4. What are data manipulation instructions?
- 5. Explain overlapped register window.
- 6. Explain synchronous data transfer.
- 7. What is a control memory? Explain.
- 8. Explain microprogram sequencer.
- 9. What is a hit ratio? Explain.
- 10. What do you mean by page replacement algorithm?

- 11. Explain the design of control unit.
- 12. Write an ALP for sorting n numbers.
- 13. Draw and explain general register CPU organization.
- 14. Explain instruction cycle using an example.
- 15. Explain the purpose of an interface with peripherals?
- 16. Explain the design of RAM and ROM chips.

PART C -  $(2 \times 15 = 30 \text{ marks})$ 

Answer any TWO questions.

- 17. Discuss in detail the various addressing modes?
- 18. Draw and explain DMA.
- 19. What is a virtual memory? Discuss in detail the mapping procedure involved?