



KENYA METHODIST UNIVERSITY

END OF 1ST TRIMESTER 2010 EXAMINATIONS

FACULTY : COMPUTING AND INFORMATICS
DEPARTMENT : COMPUTER INFORMATION SYSTEMS
UNIT CODE : CISY 204
UNIT TITLE : DIGITAL ELECTRONICS
TIME : 2 HOURS

Instructions:

- Answer question 1 (compulsory) and any other 2 questions.

Question 1 (compulsory)

- a) Convert the following decimal numbers to binary and then the hexadecimal.
- i) 231 (3 mks)
 - ii) 197 (3 mks)
- b) Design logic circuits using gates to realize these functions.
- i) $Y = (A + BC)(B + \overline{A}C)$ (3 mks)
 - ii) $Y = \overline{A}\overline{B} + \overline{A}B$ (2 mks)
- c) Find two's complement of the following binary numbers
- i) 101110 (2 mks)
 - ii) 111011 (2 mks)
- d)
- i) What is a multiplexer? (3 mks)
 - ii) Construct a 32 x 1 multiplexer using 8x1 and 4x1 multiplexers. (6 mks)
- e)
- i) What are the advantages of dynamic RAMs over static RAMs? (3 mks)
 - ii) State three applications of binary counters. (3 mks)

Question 2

- a)
- i) What is a flip-flop? (1 mk)
 - ii) Differentiate between synchronous and asynchronous circuits. (2 mks)
- b) Simplify the logic expressions using Boolean Algebra:
- i) $Y = \overline{A}\overline{B} + \overline{A}B$ (3 mks)
 - ii) $A + B(A+B)$ (3 mks)
- c)
- i) Write the count sequence of a 3-bit down counter. (4 mks)
 - ii) Design a ripple counter using flip-flop for this sequence. (4 mks)
- d) State three (3) types of digital to analog converters (DACs) (3 mks)

Question 3

- a)
 - i) What is a binary Adder? (2 mks)
 - ii) Design a circuit showing how the two signals A=1010 and B=0111 can be added by parallel full Adders. (7 mks)

- b)
 - i) Design a 3-input OR gate. (2 mks)
 - ii) Prepare a truth table for the above gate. (4 mks)

- c) State two applications of multiplexers. (2 mks)

- d) Differentiate between SRAM and DRAM. (3 mks)

Question 4

- a) Differentiate between:
 - i) RAM and ROM (4 mks)
 - ii) UVROM and EEPROM (4 mks)

- b) State five applications of ROMs. (5 mks)

- c) What are the disadvantages of dynamic RAMs over static RAMs? (3 mks)
- d) Explain briefly 'cache memory'. (4 mks)