

**NRT/KS/19/2064**

**Bachelor of Science (B.Sc.) Semester–II Examination**  
**ELECTRONICS (ADVANCED DIGITAL ELECTRONICS)**  
**Optional Paper–2**

Time : Three Hours]

[Maximum Marks : 50

**N.B. :—** (1) **ALL** questions are compulsory and carry equal marks.

(2) Draw neat and well labelled diagrams wherever necessary.

**EITHER**

1. (A) Explain the working of CMOS NOR gate with the help of suitable circuit diagram. State its advantages and disadvantages. 6+4

**OR**

- (B) Explain the working of TTL NAND gate with the help of suitable circuit diagram. State its merits and demerits. 8+2

**EITHER**

2. (A) Explain the construction and working of R-S Flip-Flop using NAND gates. Explain the working of clocked R-S Flip-Flop. 5+5

**OR**

- (B) Explain the working of JKFF. What is Race around condition ? How it is avoided in JKMS flip-flop ? 7+3

**EITHER**

3. (A) Explain the working of 4-bit asynchronous counter with the help of timing diagram. Find the number of flip flops to construct :
- (i) Mod 8
  - (ii) Mod 16 counters 8+2

**OR**

- (B) Explain construction and working of 4 bit ring counter with the help of timing diagram. State its uses. 8+2

**EITHER**

4. (A) Explain construction and working of 4-bit SISO register. Explain construction and working of 4-bit PIPO register. 5+5

**OR**

- (B) Explain the classification of memories on the basis of access time. Construct  $4K \times 8$  memory using  $4K \times 4$  memory using  $4K \times 4$  modules. 4+6

5. Answer any **TEN** questions from the following :

(A) Define 'noise immunity'

(B) Define 'propagation delay'

(C) In TTL NAND gate both the inputs are left open, state the output.

(D) What is set up time ?

(E) What is 'hold time' ?

(F) Define 'Edge triggering'.

(G) State the use of ring counter.

(H) Define modulus of a counter.

(I) If clock frequency is 16kHz, calculate the output frequency of the four bit counter.

(J) What is PISO ?

(K) State the number of  $16 \times 4$  bits ICS required for its expansion to  $32 \times 4$  bits

(L) What is Buffer register ?

1×10=10