

S.B. Roll. No.....

**DIGITAL ELECTRONICS**  
**3<sup>rd</sup> Exam/ECE/IT/CSE/0195/Jun'2022**  
**(For 2018 Batch Onwards)**

**Duration: 3Hrs.**

**M.Marks:75**

**SECTION-A**

**Q1. Do as directed.**

**15x1=15**

- a. The no. of bits in a nibble is \_\_\_\_\_.
- b. Octal system uses digits from \_\_\_\_\_.
- c. Decimal 8 in excess-3 code is \_\_\_\_\_.
- d.  $A + (B.C) =$  \_\_\_\_\_.
- e. BCD stands for \_\_\_\_\_.
- f. \_\_\_\_\_ changes serial data into parallel data.
- g. A Half adder adds \_\_\_\_\_ bits.
- h. \_\_\_\_\_ And \_\_\_\_\_ are UNIVERSAL gates.
- i. A flip flop is memory element. (T/F)
- j. EPROM is available in all technologies. (T/F)
- k. ASCII stands for \_\_\_\_\_.
- l. 4:1 Multiplexer has \_\_\_\_\_ number of select lines.
- m. Race around condition can be avoided by using Master Slave JK flip flop. (T/F)
- n. PIPO stands for \_\_\_\_\_.
- o. LED stands for \_\_\_\_\_.

**SECTION-B**

**Q2. Attempt any six questions.**

**6x5=30**

- i. Differentiate between Analog and Digital signals?
- ii. Draw and explain the circuit for half subtractor?
- iii. Define SSI, MSI, LSI, VLSI and ULSI?
- iv. What is a T flip flop? Show its symbol and draw truth table for negative edge triggered T flip flop?
- v. Draw logic circuit of 4:1 multiplexer and explain its working?
- vi. Differentiate between asynchronous and synchronous counters?
- vii. Explain the working of decade counter?
- viii. Draw the circuit of parallel in- parallel out shift register and explain its working?

**SECTION-C**

**Q3. Attempt any three questions.**

**3x10=30**

- a. Explain working and construction of JK flip flop. How Race around condition can be avoided by using Master Slave JK flip flop?
- b. Define logic gate? Explain various logic gates along with symbols and truth tables?
- c. Minimize and implement in SOP form  
 $F(A, B, C, D) = \sum m(1, 2, 3, 6, 8, 12, 14, 15)$
- d. Draw and explain the circuit for half adder and full adder?
- e. Explain the following i) Universal shift registers ii) seven segment display