

N.B: 1) Question no. 1 is compulsory.

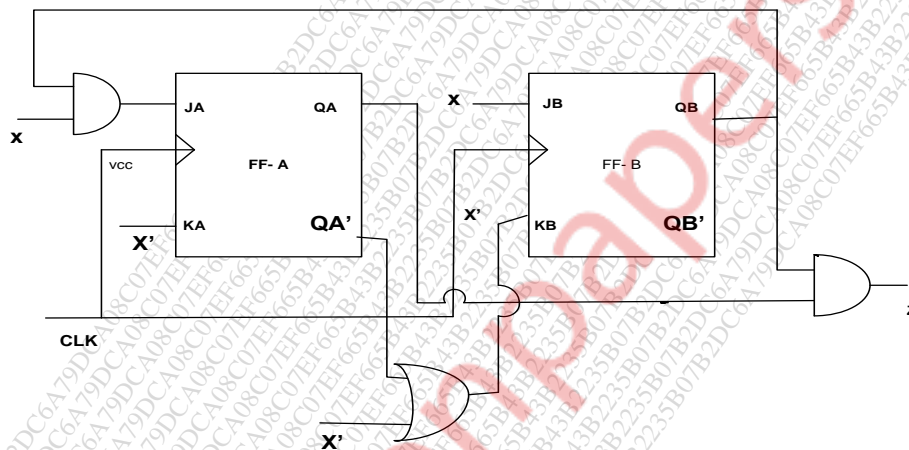
2) Attempt any three out of the remaining five questions

3) Use suitable data, wherever necessary.

Question 1: Attempt **any four** questions from the following. (20)

- I. I) Differentiate between Mealy Machine and Moore Machine
- II. Draw the Standard symbols for ASM Charts.
- III. Compose VHDL code for Implementation of D Flip Flop
- IV. Differentiate between signal and Variable.
- V. Differentiate between IC 7490, IC 7492, IC 7493

Question 2 (A) Analyse the sequential circuit shown below. Derive the excitation equation, Transition table and state diagram. (10)



Question 2 b) Draw the data unit for the following RTL description (10)

Module; Data Mover

Memory: A [2]; B [2]; C [2].

Inputs: X [2].

Outputs: Z [2].

1. $A \leftarrow X$.
 2. $C \leftarrow \bar{A}$.
 3. $B \leftarrow X[1], X[0]$.
 4. $C \leftarrow A \vee B$.
 5. $Z = C$.
- End sequence.

Question 3(A) Shown below is the state table for sequential machine, using implication chart method, eliminate redundant states and obtain minimized state diagram. (10)

X1X2	00	Z	01	Z	10	Z	11	Z
A	D	0	D	0	F	0	A	0
B	C	1	D	0	E	1	F	0
C	C	1	D	0	E	1	A	0
D	D	0	B	0	A	0	F	0
E	C	1	F	0	E	1	A	0
F	D	0	D	0	A	0	F	0
G	G	0	G	0	A	0	A	0
H	B	1	D	0	E	1	A	0

Question 3(B): Construct ASM chart of sequence detector which detects the sequence 1001. The output Z becomes 1 along with the last correct bit of the sequence. (10)

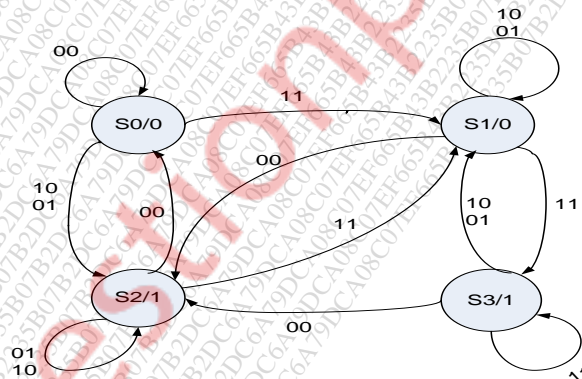
Question 4(A): Create VHDL code for Implementation of 4:1 Multiplexer using two different architecture modelling styles.

Question 4(B): Design a MOD 61 up counter using IC 74163 and explain its working. (10)

Question 5(A): Design full subtractor using PLA. (10)

Question 5(B): Explain input-output block architecture for FPGA 4000 family. (10)

Question 6 (A): Write VHDL code for the state diagram given below. (10)



Question 6(b): Evaluate the value of output variable for following signal declarations. (10)

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SIGNAL a: BIT := '1';
SIGNAL b: BIT_VECTOR (3 DOWNTO 0) := "1100";
SIGNAL c: BIT_VECTOR (3 DOWNTO 0) := "0010";
X1 <= c & b; ----- X1 <= _____
X2 <= b XOR c; ----- X2 <= _____
X3 <= b sll 2; ----- X3 <= _____
X4 <= b rol 3; ----- X4 <= _____
X5 <= a AND NOT b (0) AND NOT c(1); ----X5 <= _____
    
```
