(Pages: 2)

Reg. No.....

Name.....

B.C.A. DEGREE (C.B.C.S.S.) EXAMINATION, OCTOBER 2014

Third Semester

Core Course—COMPUTER ORGANISATION AND ARCHITECTURE

(2013 admissions)

Time: Three Hours

Maximum: 80 Marks

Part A (Short Answer Questions)

Answer all questions.

1 mark each.

- 1. Define RAM.
- 2. What is an instruction format?
- 3. What do you mean by a bus?
- 4. What is the purpose of instruction register?
- 5. Define addressing modes.
- 6. Expand MIMD.
- 7. Define parallel processing.
- 8. What do you mean by space time diagram?
- 9. What is an opcode?
- 10. What do you mean by associative mapping?

 $(10\times1=10)$

Part B (Short Answer Questions)

Answer any eight questions.

2 marks each.

- 11. What do you mean by stack?
- 12. What do you mean by instruction stream and data stream?
- 13. Differentiate RAM and ROM.
- 14. Define a control word.
- 15. How system buses is classified?
- 16. How instructions can be classified?
- 17. Explain MIMD system.

Turn over

- 18. What is the use of pipelining?
- 19. Explain the use of cache memory.
- 20. How to evaluate an arithmetic expression?
- 21. How can an instruction be executed?
- 22. How data dependency can be handled?

 $(8 \times 2 = 16)$

Part C (Short Essay)

Answer any six questions. 4 marks each.

- 23. Explain Bus structure.
- 24. Explain different types of instructions.
- 25. How ROM can be classified?
- 26. Explain Flynn's classification of computers.
- 27. Explain use of array processors.
- 28. Explain parallel processing.
- 29. Which are the different addressing methods?
- 30. Explain page replacement.
- 31. Explain memory hierarchy.

 $(6 \times 4 = 24)$

Part D (Long Essay)

Answer any **two** questions. 15 marks each.

- 32. Explain functional units of computer.
- 33. Define addressing mode and explain various addressing mode techniques.
- 34. Explain various memory mapping techniques.
- 35. Explain vector processing in detail.

 $(2 \times 15 = 30)$