

COMPUTER ORGANIZATION &
ARCHITECTURE
PC-CS-307 A

Time : Three Hours]

[Maximum Marks : 75

Note : Attempt *Five* questions in all selecting at least *one* question from each Unit. All questions carry equal marks.

Unit I

1. (a) What are the key principles of Von Neumann architecture, and how do they influence the design of modern computers ? 8
- (b) Describe the Booth's algorithm for binary multiplication ? 7
2. (a) Compare restoring and non-restoring algorithms for binary division. What are their advantages and disadvantages ? 10
- (b) What is memory hierarchy, and why is it important in computer systems ? 5

Unit II

3. What do you mean by instruction cycle ? Differentiate between register reference instructions and memory reference instructions. Provide examples of each. 15
4. (a) What is Interrupt ? Explain interrupt cycle with the help of flow chart. 8
- (b) Explain the concept of a microprogrammed control organization. 7

Unit III

5. Discuss various addressing modes commonly used in CPU instruction sets. How do different addressing modes impact program efficiency ? 15
6. (a) Explain the fundamental features of CISC and RISC architectures. Compare the two architectures. 10
- (b) Describe the concept of pipeline processing in CPU design. 5

Unit IV

7. What is Direct Memory Access (DMA), and how does it offload data transfer tasks from the CPU ? Describe the role of a DMA controller in this process. 15

8. (a) Compare programmed I/O and interrupt-driven I/O. What are the advantages and disadvantages of each method ? 8
- (b) Differentiate between the I/O bus and the memory bus. What are the key distinctions in their functions and usage ? 7

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