Reg. No.



## II SEMESTER M.TECH (ESM/PED) END SEMESTER EXAMINATIONS, APRIL - MAY 2017

## SUBJECT: DESIGN OF DIGITAL SYSTEMS [ELE 5234]

REVISED CREDIT SYSTEM

| Time: 3 Hours |  | Date: 25, April 2017   | Max. Marks: 50   | Max. Marks: 50 |  |
|---------------|--|--|--|----------------|--|
| Instr         | <ul> <li>Answer ALL the questions.</li> <li>Missing data may be suitably</li> </ul>  | y assumed.   |  |                |  |
| 1A.           | A given system has four sensors<br>properly when exactly one of the<br>when two or more sensors have<br>to raise the alarm. Implement the  | s that can produce an output of 0 or 1. The<br>e sensors has its output equal to 1. An alar<br>the output of 1. Design the simplest circui<br>e circuit using 4:1 multiplexers and residua   | e system operates<br>m must be raised<br>t that can be used<br>al gates. (03)  | )              |  |
| 1B.           | A logic circuit has two inputs, <i>Cl</i> circuit is described by the timing input, the circuit produces pulses 1B. Design a suitable circuit us positive-edge-triggered synchron assume that the delays through a | lock and Start, and two outputs, $f$ and $g$ . The diagram in Figure 1B. When a pulse is received on the $f$ and $g$ outputs as shown in the timiting only the following components: a the nous counter block and basic logic gates. All logic gates and the counter are negligible. | ne behavior of the<br>eived on the <i>Start</i><br>ng diagram Figure<br>ree bit resettable<br>For your answer<br>e. (02) | )              |  |
| 1C.           | Write Verilog HDL code for 8:1 m   | nultiplexer using 2:1 multiplexer as a comp  | oonent. (05)   | )              |  |
| 2A.           | Draw the state diagram to count<br>256 characters. Each character is   | the state diagram to count the number of '@' character [ASCII code is 40H] in blocks of aracters. Each character is represented by an 8 bit ASCII code (04)  |  |                |  |
| 2B.           | Draw the state diagram for the se  | erial adder shown in Figure 2B.  | (03)   | )              |  |
| 2C.           | For the circuit shown in Figure 2  | C write the behavioral Verilog HDL code.   | (03)   | )              |  |
| 3A.           | Write a Verilog HDL program to c<br>FSM.   | a Verilog HDL program to detect the non-overlapping sequence "1010". Use Moore type <b>(06</b>   |  | )              |  |
| 3B.           | Write a sequential Verilog HDL p<br>or Task.   | e a sequential Verilog HDL program for finding the greatest of 3 numbers using Function .sk. <b>(0</b> 4   |  | )              |  |
| 4A.           | Develop a counting system to cou<br>at the entrance and exit door of t<br>leaves the museum. Museum has<br>is 100. If the number of people in<br>closed. Write the Verilog HDL coo                                 | Int the number of people inside the museum<br>the museum produce an output of 1 when a<br>s the maximum capacity of accommodating<br>side the museum is 100, entrance door of r<br>de to implement the same.   | n. Sensors present<br>a person enters or<br>g people at a time<br>nuseum should be<br>(05)                               | )              |  |

**4B.** Design 8 bit universal type shift register to do the following operations. Write the Verilog HDL code.

| <b>S2</b> | <b>S1</b> | <b>S0</b> | Operations    |
|-----------|-----------|-----------|---------------|
| 0         | 0         | 0         | Reset to Zero |
| 0         | 0         | 1         | Parallel Load |
| 0         | 1         | 0         | Increment     |
| 0         | 1         | 1         | Decrement     |
| 1         | 0         | 0         | Shift left    |
| 1         | 0         | 1         | Shift Right   |
| Others    |           |           | No operation  |

**5A.** Write the short notes on following

i. Antifuse

ii. SRAM Programming Technology

(04)

(05)

- **5B.** Show how a 12 input AND gate can be implemented using Xilinx SPARTAN-IIE CLB (02)
- **5C.** Sketch the basic block diagram of Xilinx **Spartan IIE** FPGA and briefly explain the major configurable elements. *(04)*

