

**VIT****Vellore Institute of Technology**
(Deemed to be University under section 3 of UGC Act, 1956)

REG.NO.:

SLOT:

SCHOOL OF COMPUTER SCIENCE AND ENGINEERING
CONTINUOUS ASSESSMENT TEST – I (KEY)
FALL SEMESTER 2025-2026

Programme Name & Branch : M.Tech Integrated(CSE)
Course Code and Course Name : CSI1004 & Computer Organization and Architecture
Date of Examination : 17-08-2025
Exam Duration : 90 minutes **Maximum Marks: 50**

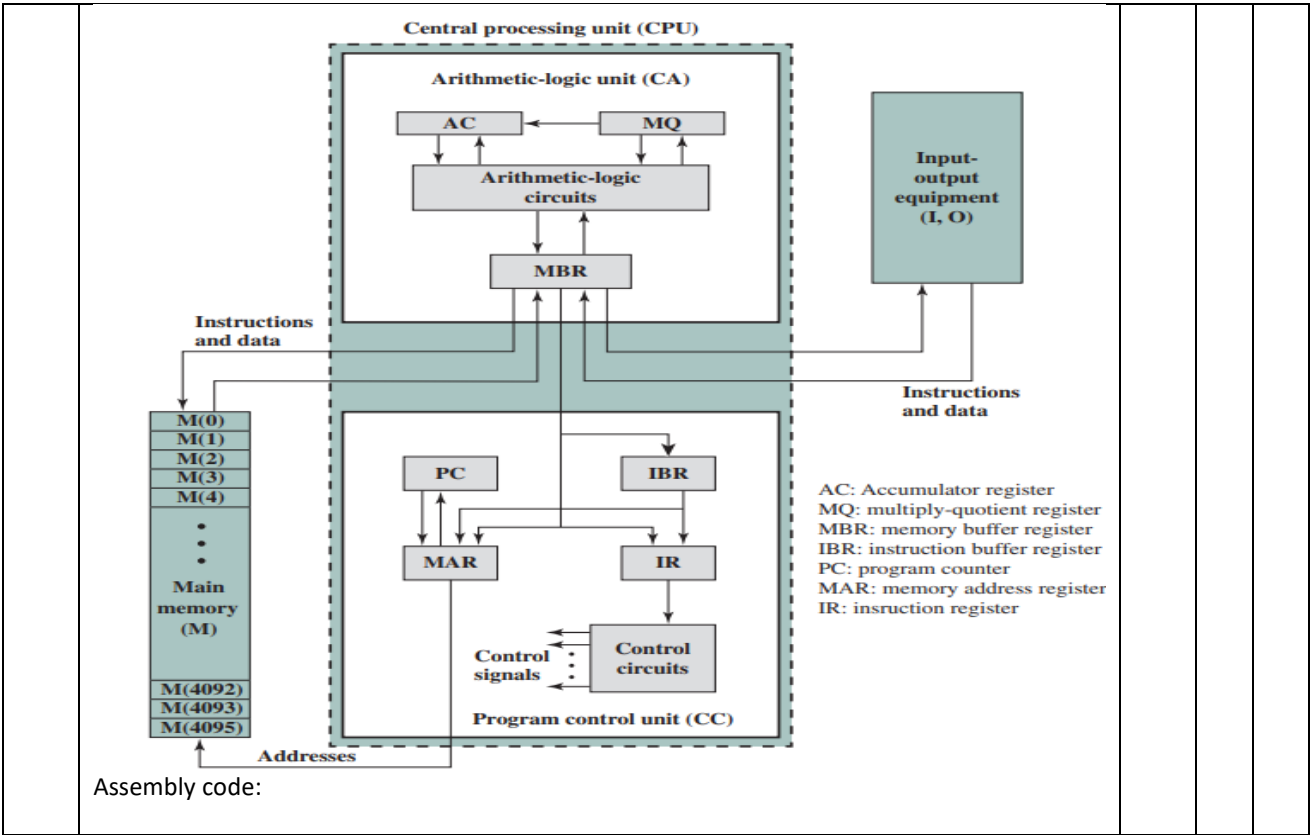
General instruction(s):

- Answer All Questions
- M - Max mark; CO – Course Outcome; BL – Blooms Taxonomy Level (1 – Remember, 2 – Understand, 3 – Apply, 4 – Analyse, 5 – Evaluate, 6 – Create)
- Course Outcomes:
 1. Understand the general architecture of a computer system and the instruction based architecture.
 2. Illustrate various binary data representations for fixed and floating point data. Validate efficient algorithm for arithmetic operations.

Validate efficient algorithm for arithmetic operations.																
Q. No	Question	M	CO	BL												
1.	Draw IAS architecture and write an assembly language programming for the following expression using the IAS computer Instruction set and write the equivalent Register Transfer Notation. $X = (A - C) / (B + D).$ Assume the memory locations 100, 101, 102 and 103 for A,B, C, and D respectively. Store the result in the address 105. Key: Scheme of Evaluation <table><tr><th>S.No</th><th>Sub Topic</th><th>Marks</th></tr><tr><td>1</td><td>IAS Architecture</td><td>3</td></tr><tr><td>2</td><td>Assembly code</td><td>3</td></tr><tr><td>3</td><td>Register Transfer operation</td><td>4</td></tr></table> Solution: IAS Architecture:	S.No	Sub Topic	Marks	1	IAS Architecture	3	2	Assembly code	3	3	Register Transfer operation	4	10	1	2
S.No	Sub Topic	Marks														
1	IAS Architecture	3														
2	Assembly code	3														
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Week 9 060-305	Given $X = (A - C) / (B + D)$ <u>Assembly code:</u> <pre> LOAD M(100) SUB M(102) STOR M(200) LOAD M(101) ADD M(103) STOR M(201) LOAD M(200) DIV M(201) STOR M(105) LOAD MQ STOR M(106) </pre> <u>RTN</u> <pre> AC ← M(100) AC ← AC - M(102) M(200) ← AC AC ← M(101) AC ← AC + M(103) M(201) ← AC AC ← M(200) MQ ← AC / M(201) (Quotient) AC ← AC / M(201) (Remainder) M(105) ← AC AC ← MQ M(106) ← AC </pre>														
2.	Elucidate any five types of addressing modes, each with an appropriate illustrative example. A Load instruction is stored at location 300 with its address field at location 301. The address field has the value 400. A processor register R1 contains the number 200 and Index register contains 560. Evaluate the effective address if the addressing mode of the instruction is (a) Immediate (b) Auto increment (c) Relative (d) Register indirect; (e) Auto decrement. Key: Scheme of Evaluation <table border="1"> <thead> <tr> <th>S.No</th> <th>Sub Topic</th> <th>Marks</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Explanation</td> <td>5</td> </tr> <tr> <td>2</td> <td>EA Calculation</td> <td>1*5 = 5</td> </tr> </tbody> </table> Solution: Addressing modes must be explained with an example			S.No	Sub Topic	Marks	1	Explanation	5	2	EA Calculation	1*5 = 5	10	1	2
S.No	Sub Topic	Marks													
1	Explanation	5													
2	EA Calculation	1*5 = 5													



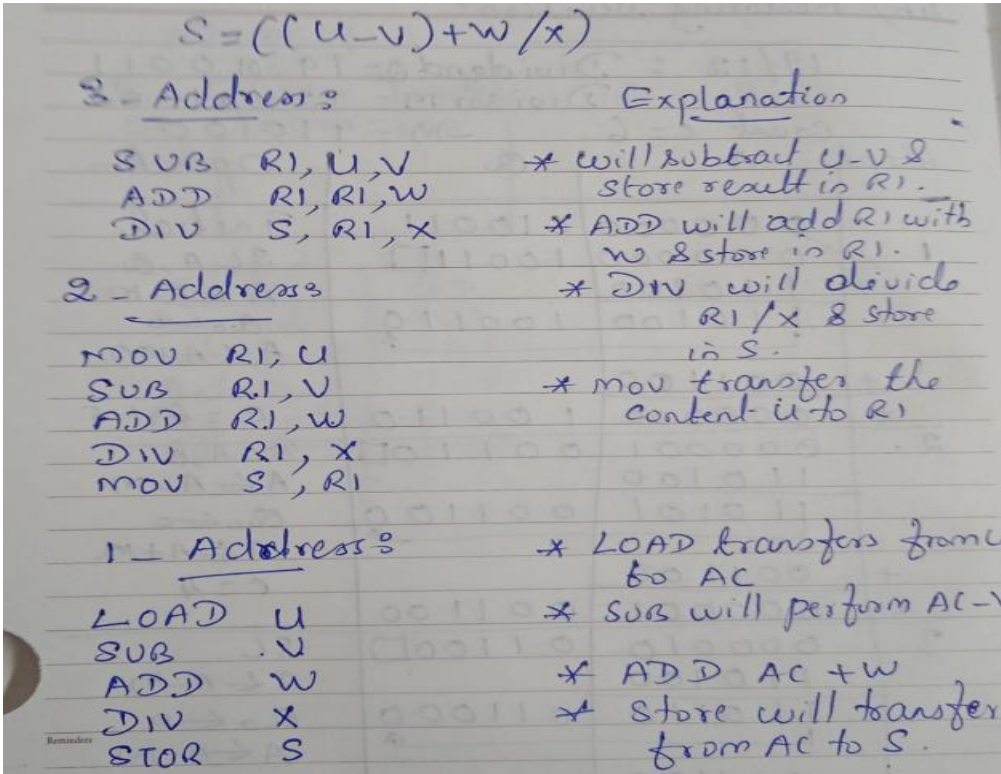
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	<table><tr><th>Addressing Mode</th><th>EA</th></tr><tr><td>Immediate</td><td>301</td></tr><tr><td>Auto Increment</td><td>200</td></tr><tr><td>Relative</td><td>702</td></tr><tr><td>Register Indirect</td><td>200</td></tr><tr><td>Auto Decrement</td><td>199</td></tr></table>	Addressing Mode	EA	Immediate	301	Auto Increment	200	Relative	702	Register Indirect	200	Auto Decrement	199			
Addressing Mode	EA															
Immediate	301															
Auto Increment	200															
Relative	702															
Register Indirect	200															
Auto Decrement	199															
3.	Develop the assembly language program to evaluate the expression $S = ((U-V)+W)/X$ using zero-, one-, two-, and three-address instruction formats. Provide a detailed explanation of each instruction's operational significance within its respective format. Key: Scheme of Evaluation <table><tr><th>S.No</th><th>Sub Topic</th><th>Marks</th></tr><tr><td>1</td><td>Instruction Formats</td><td>7</td></tr><tr><td>2</td><td>Explanation</td><td>3</td></tr></table> Solution: 	S.No	Sub Topic	Marks	1	Instruction Formats	7	2	Explanation	3	10	1	3			
S.No	Sub Topic	Marks														
1	Instruction Formats	7														
2	Explanation	3														



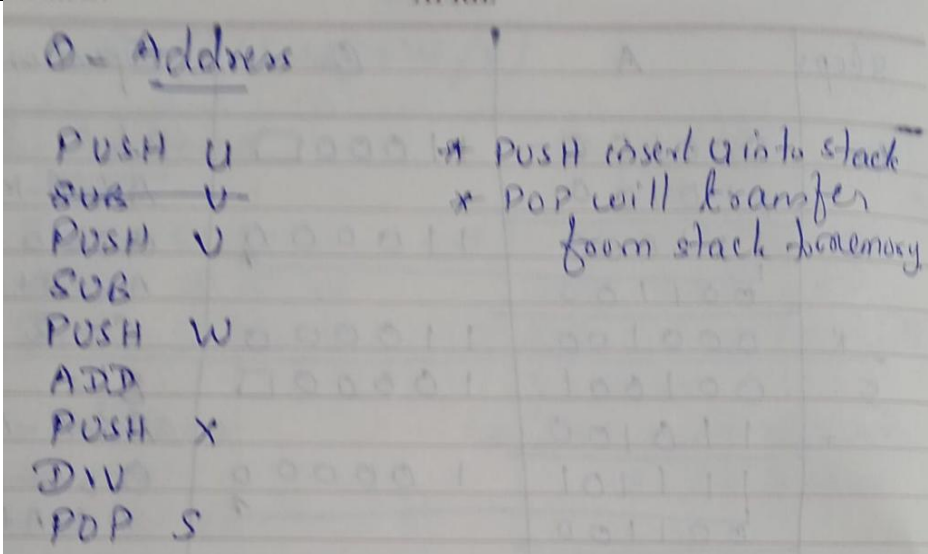
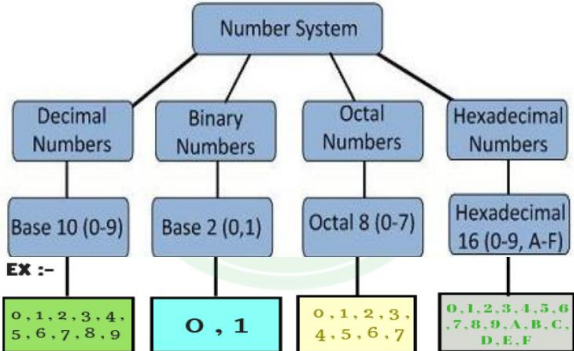
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4.	a) Provide a detailed discussion on fixed-point number systems. Additionally, convert the Octal number $(256)_8$ and the Hexadecimal number $(AB8D)_{16}$ into binary representations. Key: Scheme of Evaluation <table><thead><tr><th>S.No</th><th>Sub Topic</th><th>Marks</th></tr></thead><tbody><tr><td>1</td><td>Fixed Point Number system explanation</td><td>2</td></tr><tr><td>2</td><td>Conversion</td><td>2</td></tr></tbody></table> Solution: Number System & Types - In digital electronics, the number system is used for representing the information. Number system - different bases - The base or radix of the number system is the total number of the digit used in the number system. 1 Binary Number System 2 Decimal Number System 3 Octal Number System 4 Hexadecimal Number System Types of Number System 	S.No	Sub Topic	Marks	1	Fixed Point Number system explanation	2	2	Conversion	2	4	2	2
S.No	Sub Topic	Marks											
1	Fixed Point Number system explanation	2											
2	Conversion	2											
	Conversion: $(256)_{10}$ ----- $(010\ 101\ 110)_2$ $(AB8D)_{16}$ ----- $(1010\ 1011\ 1000\ 1101)_2$ b) Express -101.75 in IEEE 754 32-bit floating point number.	6	2	3									



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Key:

Scheme of Evaluation

S.No	Sub Topic	Marks
1	IEEE 754 Format	6

Solution:

Solns
Given -101.75

Step 1: Convert into Binary

Integer part: -101
 $2 \overline{) 101}$
 $2 \overline{) 50} - 1$
 $2 \overline{) 25} - 0$
 $2 \overline{) 12} - 0$
 $2 \overline{) 6} - 0$
 $2 \overline{) 3} - 0$
 $1 - 1$

Fractional part: 0.75
 $0.75 \times 2 = 1.50 \downarrow$
 $0.50 \times 2 = 1.0 \downarrow$
 $0.0 \times 2 = 0.0$
 will repeat

$\therefore -101.75 = -1100101.11000 \dots$

Step 2: Scientific Notation

$1.N \times 2^E$

$= -1.10010111000 \dots \times 2^6$

Step 3: IEEE 754 format

$1.N \times 2^E$
 $E = -127$
 $E - 127 = 6$
 $E = -127 + 6$
 $E = -133 \leftarrow \text{binary } 10000101$

$\therefore$ IEEE 754 format

Sign bit: 1
 Exponent: 10000101
 Mantissa: 10010111000

5. Illustrate the flowchart corresponding to Booth's multiplication algorithm. Then, compute the product of -14 and 5 using Booth's method, and present all the intermediate steps involved in the procedure.

Key:

Scheme of Evaluation

S.No	Sub Topic	Marks
1	Flowchart	2
2	Steps and answer	8

Solution:

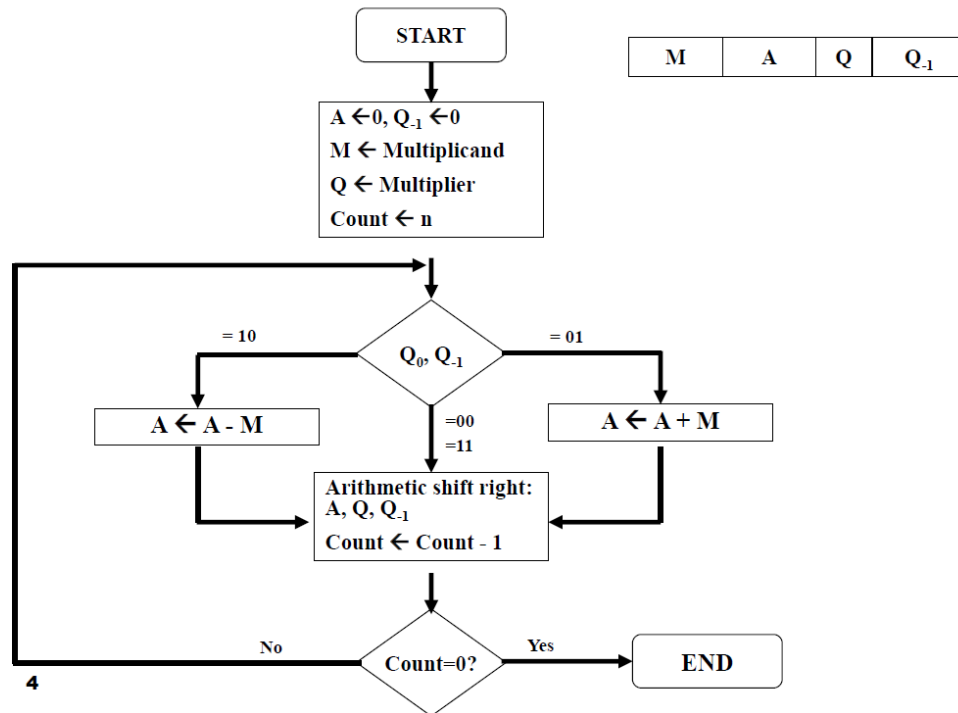
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Booth's Algorithm - Flowchart





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Solution:

Multiplicand = -14, Multiplier = 5
 $M = -14 = 10010$
 $Q = 5 = 00101$
 $-M = 01110$

steps	A	Q	Q ₋₁	Operation
1	00000	00101	0	Initial.
	01110			$A = A - M$
	01110	00101	0	ASR
	00111	00010	1	count = 4
2	10010			$A = A + M$
	11001	00010	1	ASR
	11100	10001	0	count = 3
3	01110			$A = A - M$
	01010	10001	0	ASR
	00101	01000	1	count = 2
4	10010			$A = A + M$
	10111	01000	1	ASR
	11011	10100	0	count = 1
5	11101	11010	0	ASR, count = 0

$\therefore$ Product = 1110111010
2's comp: = 0001000101

$0001000101 = 2^6 + 2^2 + 2^1 = 64 + 4 + 2 = 70$

$\therefore$ Ans = -70
