

Esercizio 2. (Punti 3)

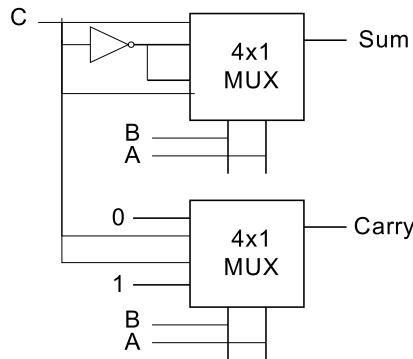
Il tempo T necessario a trasferire un settore di $512 = 2^9$ byte si calcola sommando i tempi di seek T_s , di rotazione T_r e di trasferimento T_t :

$$\begin{aligned} T &= T_s + T_r + T_t = 10 \cdot 10^{-3}s + \frac{1}{2} \cdot \frac{60}{5000}s + \frac{2^9}{2^6} \cdot 10^{-6}s \\ &= T_s + T_r + T_t = 10 \cdot 10^{-3}s + 6 \cdot 10^{-3}s + 8 \cdot 10^{-6}s \\ &\approx T_s + T_r + T_t = 10 \cdot 10^{-3}s + 6 \cdot 10^{-3}s + 8 \cdot 10^{-6}s \end{aligned}$$

Esercizio 3. (Punti 4)

A	B	C	Sum	Carry
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

A	B	Sum	Carry
0	0	\overline{C}	0
0	1	\overline{C}	C
1	0	\overline{C}	C
1	1	C	1



Esercizio 4. (Punti 4)

$$\begin{aligned} Q(t+1) = J\overline{Q}(t) + \overline{K}Q(t) &\Rightarrow \overline{Q}(t+1) = \overline{J\overline{Q}(t)} + \overline{\overline{K}Q(t)} \\ &\Rightarrow \overline{Q}(t+1) = \overline{J\overline{Q}(t)} \cdot \overline{\overline{K}Q(t)} \\ &\Rightarrow \overline{Q}(t+1) = (\overline{J} + Q(t)) \cdot (K + \overline{Q}(t)) \\ &\Rightarrow \overline{Q}(t+1) = \overline{J}K + \overline{J}\overline{Q}(t) + KQ(t) + Q(t)\overline{Q}(t) \\ &\Rightarrow \overline{Q}(t+1) = \overline{J}K + \overline{J}\overline{Q}(t) + KQ(t) \\ &\Rightarrow \overline{Q}(t+1) = \overline{J}K(Q(t) + \overline{Q}(t)) + \overline{J}\overline{Q}(t) + KQ(t) \\ &\Rightarrow \overline{Q}(t+1) = \overline{J}KQ(t) + \overline{J}K\overline{Q}(t) + \overline{J}\overline{Q}(t) + KQ(t) \\ &\Rightarrow \overline{Q}(t+1) = \overline{J}KQ(t) + KQ(t) + \overline{J}K\overline{Q}(t) + \overline{J}\overline{Q}(t) \\ &\Rightarrow \overline{Q}(t+1) = KQ(t) + \overline{J}\overline{Q}(t) \end{aligned}$$

Esercizio 6. (Punti 6)

```
abcp1  PC=PC+1
abcp2  OPC=MBR;fetch
abcp3  H=CPP
abcp4  MAR=H+MBRU;rd
abcp5  MAR=SP=SP+1
abcp6  PC=PC+1;fetch
abcp7  H=OPC
abcp8  TOS=MDR=H+MDR; wr; goto Main1
```

Esercizio 8. (*Punti 5*)

subcompto:

```
PUSH BP
MOV BP,SP
MOV AX,4(BP)
MOV BX,6(BP)
CMP AX,BX
JLE minore
SUB AX,BX
JMP fine
```

minore:

```
SUB BX,AX
MOV AX,BX
```

fine:

```
POP BP
RET
```