

I. Multiple-Choice Questions (1.5\*20=30 points)

1. What is a unique characteristic of zeros in the one's complement representation?
  - a. Zero is represented by the largest positive value.
  - b. There are none; zero is implied by the absence of data.
  - c. Zero is represented by the largest negative value.
  - d. There are two of them, one positive and one negative.
2. \_\_\_\_\_ is a protocol for mail services.
  - a. FTP    b. SMTP    c. TELNET    d. HTTP
3. Every computer today is based on the \_\_\_\_\_ model.
  - a. Intel    b. von Neumann    c. input/output    d. Microsoft
4. How do you represent the number -7 in 8 bits using two's complement?
  - a. 00000111    b. 11111001    c. 11100000    d. 10011111
5. A program is comprised of a finite number of \_\_\_\_\_.
  - a. hard drives    b. instructions    c. memory cells    d. i/o devices
6. A 17<sup>th</sup>-century computing machine that could perform addition and subtraction was the \_\_\_\_\_.
  - a. Pascaline    b. Jacquard loom
  - c. Analytical Engine    d. Babbage machine
7. \_\_\_\_\_ is the highest speed memory.
  - a. CPU register    b. main memory    c. cache memory    d. magnetic disk
8. An 8-bit pattern can represent up to \_\_\_\_\_ symbols.
  - a. 8    b. 128    c. 256    d. 16
9. If the ASCII code for E is 1000101, then the ASCII code for e is \_\_\_\_\_.
  - a. 1000110    b. 1000111    c. 0000110    d. 1100101
10. One company occupies two adjacent rooms in the Zhongxing Building. The network, consisting of four workstations and a printer, is probably a \_\_\_\_\_.
  - a. LAN    b. MAN    c. WAN    d. none of the above
11. Which number representation method is most widely used today for storing integers in a computer? \_\_\_\_\_.
  - a. sign-and-magnitude    b. one's complement

c. two 's complement      d. unsigned integers

12. For an 8-bit allocation , the largest decimal number that can be represented in two 's complement form is \_\_\_\_\_ .

a. -8      b. -127      c. -128      d. -256

13. You use a bit pattern called a \_\_\_\_\_ to modify another bit pattern.

a. mask      b. carry      c. float      d. byte

14. \_\_\_\_\_ is a memorytype with capacitors that need to be refreshed periodically.

a. SRAM      b. DRAM      c. ROM      d. all of above

15. The \_\_\_\_\_ controller is a serial device that connects slow devices such as the keyboard and mouse to the computer.

a. SCSI      b. FireWire      c. USB      d. IDE

16. Defining the users, needs, requirements, and methods is part of the \_\_\_\_\_ phase.

a. analysis      b. design      c. implementation      d. testing

17. The IP address is currently \_\_\_\_\_ bits in length.

a. 4      b. 8      c. 32      d. any of the above

18. A process in the ready state goes to the running state when \_\_\_\_\_.

a. it enters memory      b. it requests I/O  
c. it gets access to the CPU      d. it finishes running

19. \_\_\_\_\_ is a step-by-step method for solving a problem or doing a task.

a. A construct      b. A recursion      c. An iteration      d. An algorithm

20. C, C++, and Java can be classified as \_\_\_\_\_ languages.

a. machine      b. symbolic      c. high-level      d. natural

## II . Fill in the blanks(1.5\*16=24 points)

1. Data and programs are stored in \_\_\_\_\_.

2. A \_\_\_\_\_ is the smallest unit of data that can be stored in a computer.

3. All data types are transformed into a uniform representation called a \_\_\_\_\_ for processing by computer.

4. Store  $-40$  in a 16-bit memory location using two's complement representation. \_\_\_\_\_.
5. Store  $-40$  in a 16-bit memory location using one's complement representation. \_\_\_\_\_.
6. Store  $-40$  in a 16-bit memory location using sign-and-magnitude representation. \_\_\_\_\_.
7. Represent  $-25$  in Excess\_127 using an 8-bit allocation. \_\_\_\_\_.
8. To unset (clear) a bit in a target bit pattern, set the corresponding mask bit to 0 and use the \_\_\_\_\_ operator.
9. The \_\_\_\_\_ performs arithmetic and logical operations.
10. The two designs for CPU architecture are \_\_\_\_\_ and \_\_\_\_\_.
11. There are two models of software development: \_\_\_\_\_ and \_\_\_\_\_.
12. There are two types of software testing: \_\_\_\_\_ and \_\_\_\_\_.
13. \_\_\_\_\_ is the division of a large program into smaller parts that can communicate with each other.

### III . Questions (46 points)

1. What are the subsystems of the Neumann computer models? ( 6 points )
2. Name five types of data that a computer can process. ( 6 points )
3. Add two numbers in two's complement representation:  
 $(-35) + (+20) = (-15)$  ( 7 points )
4. Define the term overflow . ( 6 points )
5. What is the USB controller? ( 6 points )
6. What are the four phases in software development? ( 8 points )
7. Name the layers of the TCP/IP protocol suite. ( 7 points )