1. The CISC stands for  
a) Computer Instruction Set Compliment b) Complete Instruction Set Compliment  
c) Computer Indexed Set Components d) Complex Instruction set computer

Answer:d  
Explanation: <numeric> CISC is an computer architecture where in the processor performs more complex operations in one step.

2. The computer architecture aimed at reducing the time of execution of instructions is \_\_\_\_\_\_\_\_.  
a) CISC b) RISC  
c) ISA d) ANNA

Answer:b  
Explanation: <numeric> The RISC stands for Reduced Instruction Set Computer.

3. The Sun micro systems processors usually follow \_\_\_\_\_ architecture.  
a) CISC b) ISA  
c) ULTRA SPARC d) RISC

Answer:d

Explanation: <numeric> The Risc machine aims at reducing the instruction set of the computer.

4. The RISC processor has a more complicated design than CISC.  
a) True b) False

Answer:b  
Explanation: <numeric> The RISC processor design is more simpler than CISC and it consists of fewer transistors.

5. The iconic feature of the RISC machine among the following are  
a) Reduced number of addressing modes b) Increased memory size  
c) Having a branch delay slot d) All of the above

Answer:c  
Explanation: <numeric> A branch delay slot is an instruction space immediately following a jump or branch.

6. Both the CISC and RISC architectures have been developed to reduce the \_\_\_\_\_\_.  
a) Cost b) Time delay  
c) Semantic gap d) All of the above

Answer:c  
Explanation: <numeric> The semantic gap is the gap between the high level language and the low level language.

7. Out of the following which is not a CISC machine.  
a) IBM 370/168 b) VAX 11/780

c) Intel 80486 d) Motorola A567  
 Answer:d

8. Pipe-lining is a unique feature of \_\_\_\_\_\_\_.  
a) RISC b) CISC  
c) ISA d) IANA

Answer:a

Explanation: <numeric> The RISC machine architecture was the first to implement pipe-lining.

9. In CISC architecture most of the complex instructions are stored in \_\_\_\_\_.  
a) Register b) Diodes  
c) CMOS d) Transistors

Answer:d  
Explanation: <numeric> In CISC architecture more emphasis is given on the instruction set and the instructions take over a cycle to complete.

10. Which of the architecture is power efficient?  
a) CISC b) RISC  
c) ISA d) IANA

Answer:b  
Explanation: <numeric> Hence the RISC architecture is followed in the design of mobile devices.

11. The \_\_\_\_\_\_ format is usually used to store data .  
a) BCD b) Decimal  
c) Hecadecimal d) Octal

Answer:a  
Explanation : The data usually used by computers have to be stored and represented in a particular format for ease of use.

12. The 8-bit encoding format used to store data in a computer is \_\_\_\_\_\_ .  
a) ASCII b) EBCDIC  
c) ANCI d) USCII

Answer:b  
Explanation: The data to be stored in the computers have to be encoded in a particular way so as to be provide secure processing of the data.

13. A source program is usually in \_\_\_\_\_\_\_ .  
a) Assembly language b) Machine level language  
c) High-level language d) Natural language

Answer:c  
Explanation: The program written and before being compiled or assembled is called as a source program.

14. Which memory device is generally made of semi-conductors ?  
a) RAM b) Hard-disk  
c) Floppy disk d) Cd disk

Answer:a  
Explanation: Memory devices are usually made of semi conductors for faster manipulation of the contents.

15. The small extremely fast, RAM’s are called as \_\_\_\_\_\_\_ .  
a) Cache b) Heaps  
c) Accumulators d) Stacks

Answer : a  
Explanation: These small and fast memory devices are compared to RAM because they optimize the performance of the system and they only keep files which are required by the current process in them

16. The ALU makes use of \_\_\_\_\_\_\_ to store the intermediate results .  
a) Accumulators b) Registers  
c) Heap d) Stack

Answer:a  
Explanation: The ALU is the computational center of the CPU. It performs all the mathematical and logical operations. In order to perform better it uses some internal memory spaces to store immediate results.

17. The control unit controls other units by generating \_\_\_\_ .  
a) Control signals b) Timing signals  
c) Transfer signals d) Command Signals

Answer:b  
Explanation: This unit is used to control and coordinate between the various parts and components of the CPU.

18. \_\_\_\_\_\_ are numbers and encoded characters, generally used as operands .  
a) Input b) Data  
c) Information d) Stored Values

Answer:b

19. The Input devices can send information to the processor,  
a) When the SIN status flag is set b) When the data arrives regardless of the SIN flag  
c) Neither of the cases d) Either of the cases

Answer:a  
Explanation: The input devices use buffers to store the data received and when the buffer has some data it sends it to the processor.

20. \_\_\_\_\_\_ bus structure is usually used to connect I/O devices .  
a) Single bus b) Multiple bus

c) Star bus d) Rambus

Answer:a  
Explanation: BUS is a bunch of wires which carry address,control signals and data. It is used to connect various components of the computer.

21. The I/O interface required to connect the I/O device to the bus consists of \_\_\_\_\_\_ .  
a) Address decoder and registers b) Control circuits  
c) Both a and b d) Only b

Answer:c  
Explanation: The I/O devices are connected to the CPU via BUS and to interact with the BUS they’ve a interface.

22. To reduce the memory access time we generally make use of \_\_\_\_\_\_ .  
a) Heaps b) Higher capacity RAM’s  
c) SDRAM’s d) Cache’s

Answer:d  
Explanation: The time required to access a part of the memory for data retrieval.

23. \_\_\_\_\_\_ is generally used to increase the apparent size of physical memory .  
a) Secondary memory b) Virtual memory  
c) Hard-disk d) Disks

Answer:b  
Explanation: Virtual memory is like an extension to the existing memory.

24. MFC stands for,  
a) Memory Format Caches. b) Memory Function Complete.  
c) Memory Find Command. d) Mass Format Command.

Answer:b  
Explanation: This is a system command enabled when a memory function is completed by a process.

25. The time delay between two successive initiation of memory operation \_\_\_\_\_\_\_ .  
a) Memory access time b) Memory search time  
c) Memory cycle time d) Instruction delay

Answer:c  
Explanation: The time taken to finish one task and to start another.

26. The instruction, Add #45,R1 does,  
a) Adds the value of 45 to the address of R1 and stores 45 in that address  
b) Adds 45 to the value of R1 and stores it in R1  
c) Finds the memory location 45 and adds that content to that of R1  
d) None of the above

Answer:b  
Explanation: The instruction is using immediate addressing mode hence the value is stored in the location 45 is added.

27. In case of, Zero-address instruction method the operands are stored in \_\_\_\_\_ .  
a) Registers b) Accumulators  
c) Push down stack d) Cache

Answer:c  
Explanation: In this case the operands are implicitly loaded onto the ALU.

28. Add #45, when this instruction is executed the following happen/s,  
a) The processor raises an error and requests for one more operand  
b) The value stored in memory location 45 is retrieved and one more operand is requested  
c) The value 45 gets added to the value on the stack and is pushed onto the stack  
d) None of these

Answer:b

29. The addressing mode which makes use of in-direction pointers is \_\_\_\_\_\_ .  
a) Indirect addressing mode b) Index addressing mode  
c) Relative addressing mode d) Offset addressing mode

Answer:a  
Explanation: In this addressing mode, the value of the register serves as another memory location and hence we use pointers to get the data.

30. In the following indexed addressing mode instruction, MOV 5(R1),LOC the effective address is \_\_\_\_\_\_ .  
a) EA = 5+R1 b) EA = R1  
c) EA = [R1] d) EA = 5+[R1]

Answer:d  
Explanation: This instruction is in Base with offset addressing mode.

31. The addressing mode/s, which uses the PC instead of a general purpose register is \_\_\_\_\_\_ .  
a) Indexed with offset b) Relative  
c) direct d) both a and c

Answer:b  
Explanation: In this the contents of the PC are directly incremented.

32. When we use auto increment or auto decrement, which of the following is/are true  
1) In both, the address is used to retrieve the operand and then the address gets altered.  
2) In auto increment the operand is retrieved first and then the address altered.  
3) Both of them can be used on general purpose registers as well as memory locations.

a) 1,2,3 b) 2  
c) 1,3 d) 2,3

Answer:d  
Explanation: In case of, auto increment the increment is done afterwards and in auto decrement the decrement is done first.

33. The addressing mode, where you directly specify the operand value is \_\_\_\_\_\_\_ .  
a) Immediate b) Direct  
c) Definite d) Relative

Answer:a

34. The effective address of the following instruction is , MUL 5(R1,R2)  
a) 5+R1+R2 b) 5+(R1\*R2)  
c) 5+[R1]+[R2] d) 5\*([R1]+[R2])

Answer:c  
Explanation: The addressing mode used is base with offset and index.

34. \_\_\_\_\_ addressing mode is most suitable to change the normal sequence of execution of instructions .  
a) Relative b) Indirect  
c) Index with Offset d) Immediate

Answer:a  
Explanation: The relative addressing mode is used for this since it directly updates the PC.