Start	ed on Tue	esday, 14 March 2017, 10:46 AM				
	State Fin					
		esday, 14 March 2017, 11:25 AM				
Time	aken 38	mins 36 secs				
uestion 1	What is	the correct sequence of instruction	cycle?			
arked out of .20	Step 5	Calculate operand address				
	Step 2	Decode				
	Step 4	Execution				
	Step 3	Fetch operand				
	Step 1	Fetch opcode				
	Step 6	Store result				
		swer is partially correct.				
uestion 2		one best describe cache hit and cach	ne miss?			
arked out of 00	Cache miss the number of memory accesses that CPU must retrieve from the main memory per the total number of memory accesses ratio					
	Cache hit ratio	the number of memory acces	ses that the CPU can retrieve from the cache per the total number of memory accesses			
	Your an	swer is correct.				
uestion 3	For cacl	ne write policies, which are often us	ed for write-hit and write-miss			
omplete arked out of 00	Write-h	it Write-back ▼				
	Write-n	niss Write-allocate ▼				
	Your an	swer is correct.				
uestion 4	Choose	correct features for SRAM and DRA	м			
arked out of	DRAM	Slower access time, cheaper of	cost per bit, can manufacture with larger size 🔻			
	SRAM	Faster access time, cost more	per bit, smaller size ▼			
	Your an	swer is correct.				

Question 5	Identify the correct sequence to update a page onto a flash memory?							
Complete Marked out of 1.00	Step 3 the entire block is being read from flash into RAM then request data in page is update ▼							
	Step 1 the entire block of flash memory are erased							
	Step 2 The entire block from RAM then is written back to the flash memory ▼							
	Your answer is incorrect.							
Question 6	Choose correct set of registers for x86 processor							
Complete Marked out of 1.00	Data pointer to source memory in extra segment ES: SI ▼							
	Pointer to variable in stack SS: BP ▼							
	Instruction pointer CS: IP ▼							
	Data pointer in data segment DS: ■ BX ▼							
	Your answer is correct.							
Question 7 Complete	Match the definition of flag bits in PSW							
Marked out of 1.00	contains the carry of 0 or 1 from the leftmost bit after an arithmetic operation							
	determine the direction for moving or comparing data between memory areas							
	determine whether an external interrupts are to be ignored or processed							
	the processor switches to single-step mode							
	Your answer is correct.							
Question 8	What are components of Von Neumann, namely IAS computer?							
Complete Marked out of	Select one or more:							
1.00	■ Monitor							
	✓ Memory □ Punched card reader							
	Your answer is correct.							
Question 9	Which is not correct about MOORE law?							
Complete Marked out of	Select one or more:							
1.00	The number of transistors that could be put on a single chip was doubling every year The number of transistors that could be put on a single chip was doubling every year.							
	☑ The number of transistors that could be put on a single chip was triple every year nowadays. ☐ The number of transistors that could be put on a single chip was triple every year nowadays. ☐ The number of transistors that could be put on a single chip was triple every year nowadays. ☐ The number of transistors that could be put on a single chip was triple every year nowadays. ☐ The number of transistors that could be put on a single chip was triple every year nowadays. ☐ The number of transistors that could be put on a single chip was triple every year nowadays. ☐ The number of transistors that could be put on a single chip was triple every year nowadays. ☐ The number of transistors that could be put on a single chip was triple every year nowadays. ☐ The number of transistors that could be put on a single chip was triple every year nowadays. ☐ The number of transistors that could be put on a single chip was triple every year nowadays. ☐ The number of transistors that could be put on a single chip was triple every year nowadays. ☐ The number of transistors that could be put on a single chip was triple every year nowadays. ☐ The number of transistors that could be put on a single chip was triple every year nowadays. ☐ The number of transistors that could be put on a single chip was triple every year. ☐ The number of transistors that could be put on a single chip was triple every year. ☐ The number of transistors that could be put on a single chip was triple every year. ☐ The number of transistors that could be put on a single chip was triple every year. ☐ The number of transistors that could be put on a single chip was triple every year. ☐ The number of transistors that could be put on a single chip was triple every year. ☐ The number of transistors that could be put on a single chip was triple every year. ☐ The number of transistors that could be put on a single chip was triple every year. ☐ The number of transistors that could be put on a single chip was triple every year. ☐ The numb							
	✓ Likely triple after 2000 The number of transistors that could be not on a single chira was doubling every year except 1970s.							
	The number of transistors that could be put on a single chip was doubling every year except 1970s							
	Your answer is correct.							

Question 10	For better speed, in CPU design, engineers make use of the following techniques:
Complete	Select one or more:
Marked out of 1.00	
	Speculative execution
	Faster CPU internal bus
	Your answer is correct.
Question 11	To balance the curer creed of CDL with the clear recreese of memory, which of the following measures have been made by engineers in cyctem design?
Complete	To balance the super speed of CPU with the slow response of memory, which of the following measures have been made by engineers in system design?
Marked out of	Select one or more:
1.00	■ To move data directly by DMA
	✓ Make wider data bus path
	✓ Make use of both on-chip and off-chip cache memory
	✓ Using higher-speed bus and us hierarchy
	Your answer is correct.
Question 12	What is the meaning of Amdahl's law in processor performance evaluation?
Complete	
Marked out of	Select one:
1.00	the cost reduce when moving from single-core to multicore processor
	 the potential speedup of a program using multiple processor compared to a single processor
	 the speedup of a multicore processor when increasing system bus speed
	 the maximum speedup of a multicore processor
	Your answer is correct.
Question 13	What are the processor's instruction categories
Complete	what are the processor's instruction categories
Marked out of	Select one or more:
1.00	✓ Data processing
	■ Processor - Cache memory
	■ Memory - Memory (DMA)
	Your answer is correct.
Question 14	In computer, how does the processor serve multiple interrupt request from devices?
Complete	Select one:
Marked out of 1.00	The processor can not process multiple interrupt requests
1.00	 Each device are assigned an interrupt priority, the device with higher priority will be served.
	Device with higher priority will use interrupt enable flag
	 Each device are assigned an interrupt priority, the device with lower priority will be served.
	Your answer is incorrect.

Question 10

Question 15	Bus is a shared transmission medium, multiple devices connect to it but only one at a time can successfully transmit. Which component in computer facilitates this operation?
Complete Marked out of	racilitates tris operation:
1.00	Select one:
	Bus Arbiter
	Programmed I/O
	Direct Memory Access (DMA)
	Bus master
	Your answer is correct.
	Tour diswer is correct.
Question 16	When many devices of different transmission speed connect to the same bus, the overall system performance suffers. How did the design engineers
Complete	resolved this:
Marked out of 1.00	Select one:
	PCI Express bus
	PCI bus
	 Split system bus into local bus and memory bus
	Multiple-Bus hierarchies
	C Transpic Sub motal cines
	Your answer is correct.
Question 17	What are the features of direct-mapping cache organization?
Complete	
Marked out of	Select one or more:
1.00	
	☐ faster
	small cache memory
	Your answer is correct
	Your answer is correct.
	Your answer is correct.
Question 18	Your answer is correct. Which ones are not correct for static RAM?
Complete	Which ones are not correct for static RAM?
Complete Marked out of	Which ones are not correct for static RAM? Select one or more: Cost per bit is higher than dynamic RAM
Complete Marked out of	Which ones are not correct for static RAM? Select one or more: Cost per bit is higher than dynamic RAM faster than dynamic RAM because they are made from capacitor
Complete Marked out of	Which ones are not correct for static RAM? Select one or more: ☐ Cost per bit is higher than dynamic RAM ☐ faster than dynamic RAM because they are made from capacitor ☑ Cheaper than dynamic RAM because simpler chip controller
Complete Marked out of	Which ones are not correct for static RAM? Select one or more: Cost per bit is higher than dynamic RAM faster than dynamic RAM because they are made from capacitor
Complete Marked out of	Which ones are not correct for static RAM? Select one or more: ☐ Cost per bit is higher than dynamic RAM ☐ faster than dynamic RAM because they are made from capacitor ☑ Cheaper than dynamic RAM because simpler chip controller
Complete Marked out of	Which ones are not correct for static RAM? Select one or more: ☐ Cost per bit is higher than dynamic RAM ☐ faster than dynamic RAM because they are made from capacitor ☑ Cheaper than dynamic RAM because simpler chip controller
Complete Marked out of	Which ones are not correct for static RAM? Select one or more: Cost per bit is higher than dynamic RAM faster than dynamic RAM because they are made from capacitor Cheaper than dynamic RAM because simpler chip controller Cost per bit is lower than dynamic RAM
Complete Marked out of	Which ones are not correct for static RAM? Select one or more: Cost per bit is higher than dynamic RAM faster than dynamic RAM because they are made from capacitor Cheaper than dynamic RAM because simpler chip controller Cost per bit is lower than dynamic RAM Your answer is partially correct.
Complete Marked out of	Which ones are not correct for static RAM? Select one or more: Cost per bit is higher than dynamic RAM faster than dynamic RAM because they are made from capacitor Cheaper than dynamic RAM because simpler chip controller Cost per bit is lower than dynamic RAM Your answer is partially correct. You have correctly selected 2.
Complete Marked out of 1.00	Which ones are not correct for static RAM? Select one or more: Cost per bit is higher than dynamic RAM faster than dynamic RAM because they are made from capacitor Cheaper than dynamic RAM because simpler chip controller Cost per bit is lower than dynamic RAM Your answer is partially correct. You have correctly selected 2.
Complete Marked out of 1.00	Which ones are not correct for static RAM? Select one or more: Cost per bit is higher than dynamic RAM faster than dynamic RAM because they are made from capacitor Cheaper than dynamic RAM because simpler chip controller Cost per bit is lower than dynamic RAM Your answer is partially correct. You have correctly selected 2. Which one is not correct? Select one or more:
Complete Marked out of 1.00 Question 19 Complete	Which ones are not correct for static RAM? Select one or more: Cost per bit is higher than dynamic RAM faster than dynamic RAM because they are made from capacitor Cheaper than dynamic RAM because simpler chip controller Cost per bit is lower than dynamic RAM Your answer is partially correct. You have correctly selected 2. Which one is not correct? Select one or more: EEPROM is erasable by exposing under UV
Complete Marked out of 1.00 Question 19 Complete Marked out of	Which ones are not correct for static RAM? Select one or more: Cost per bit is higher than dynamic RAM faster than dynamic RAM because they are made from capacitor Cheaper than dynamic RAM because simpler chip controller Cost per bit is lower than dynamic RAM Your answer is partially correct. You have correctly selected 2. Which one is not correct? Select one or more: EEPROM is erasable by exposing under UV PROM is non-volatile memory
Complete Marked out of 1.00 Question 19 Complete Marked out of	Which ones are not correct for static RAM? Select one or more: Cost per bit is higher than dynamic RAM faster than dynamic RAM because they are made from capacitor Cheaper than dynamic RAM because simpler chip controller Cost per bit is lower than dynamic RAM Your answer is partially correct. You have correctly selected 2. Which one is not correct? Select one or more: EEPROM is erasable by exposing under UV
Complete Marked out of 1.00 Question 19 Complete Marked out of	Which ones are not correct for static RAM? Select one or more: Cost per bit is higher than dynamic RAM faster than dynamic RAM because they are made from capacitor Cheaper than dynamic RAM because simpler chip controller Cost per bit is lower than dynamic RAM Your answer is partially correct. You have correctly selected 2. Which one is not correct? Select one or more: EEPROM is erasable by exposing under UV PROM is non-volatile memory
Complete Marked out of 1.00 Question 19 Complete Marked out of	Which ones are not correct for static RAM? Select one or more: Cost per bit is higher than dynamic RAM faster than dynamic RAM because they are made from capacitor Cheaper than dynamic RAM because simpler chip controller Cost per bit is lower than dynamic RAM Your answer is partially correct. You have correctly selected 2. Which one is not correct? Select one or more: EEPROM is erasable by exposing under UV PROM is non-volatile memory EPROM is erasable electrically
Complete Marked out of 1.00 Question 19 Complete Marked out of	Which ones are not correct for static RAM? Select one or more: Cost per bit is higher than dynamic RAM faster than dynamic RAM because they are made from capacitor Cheaper than dynamic RAM because simpler chip controller Cost per bit is lower than dynamic RAM Your answer is partially correct. You have correctly selected 2. Which one is not correct? Select one or more: EEPROM is erasable by exposing under UV PROM is non-volatile memory EPROM is erasable electrically Flash memory can only be erased electrically byte by byte
Complete Marked out of 1.00 Question 19 Complete Marked out of	Which ones are not correct for static RAM? Select one or more: Cost per bit is higher than dynamic RAM faster than dynamic RAM because they are made from capacitor Cheaper than dynamic RAM because simpler chip controller Cost per bit is lower than dynamic RAM Your answer is partially correct. You have correctly selected 2. Which one is not correct? Select one or more: EEPROM is erasable by exposing under UV PROM is non-volatile memory EPROM is erasable electrically
Complete Marked out of 1.00 Question 19 Complete Marked out of	Which ones are not correct for static RAM? Select one or more: Cost per bit is higher than dynamic RAM faster than dynamic RAM because they are made from capacitor Cheaper than dynamic RAM because simpler chip controller Cost per bit is lower than dynamic RAM Your answer is partially correct. You have correctly selected 2. Which one is not correct? Select one or more: EEPROM is erasable by exposing under UV PROM is non-volatile memory EPROM is erasable electrically Flash memory can only be erased electrically byte by byte

Question 20	Which statements are correct for HDDs?
Complete	Select one or more:
Marked out of 1.00	
	c. Bits are store randomly on disk surfaces
	d. Head, Track, Cylinder are key parameters for access data on hard disk
	Your answer is correct.
Question 21 Complete	What is correct about the function of TRIM command in SSD?
Marked out of	Select one:
1.00	 Allow SSD to allocate memory pages in blocks properly for faster access
	 Allow SSD to defragment scattered data stored in separate pages
	 Allow OS to notify SSD the presence of occupied blocks of data which are no longer in use and can be erased internally
	 Allow SSD to manage occupied pages and remove them automatically for later use
	Your answer is correct.
Question 22	Which set of registers are valid for addressing a memory location?
Complete	Select one or more:
Marked out of 1.00	
	SS:DI
	© CS.IF
	Your answer is correct.
Question 23	Which are valid based index addressing?
Complete	Calact and an marcu
Marked out of	Select one or more: ☑ [BX+SI]
1.00	□ [SP+DI]
	Your answer is correct.
Question 24	Which are valid index addressing?
Complete	Select one or more:
Marked out of 1.00	✓ [SI]
	■ [BX]
	[BP]
	Your answer is partially correct.
	You have correctly selected 1.

Question 25 Complete	8088 is 16 bit processor, the maximum addressable memory is:								
Marked out of	Select one: 64M								
1.00	○ 1024K								
	○ 640K								
	Your answer is correct.								
Question 26 Complete	Which are correct about the data registers of IA-32 processors:								
Marked out of 1.00	Select one or more: Use Lower halves of the 16-registers an be used as 8-bit data registers: AH,AL,BH,BL,CH,CL,DH,DL								
1.00	complete 32-bit registers: EAX, EBX, ECX, EDX								
	✓ Lower halves of the 32-registers an be used as 4 16-bit data registers: AX,BX,CX,DX								
	☐ Higher halves of the 32-bit registers can be used as 16-bit registers: EAH,EAL,EBH,EBL,ECH,ECL,EDH,EDL								
	Your answer is correct.								
Question 27 Complete	Which are correct about 32 bit index registers of IA-32 processors:								
Marked out of	Select one or more:								
1.50	✓ EDI: 32 bit pointer to destination memory in data movement instructions☐ ESH,EDH: 16 bit pointers to higher memory above 1M								
	✓ DI: 16 bit pointer to destination memory in data movement instructions								
	✓ SI: 16 bit pointer to source memory in data movement instructions								
	■ ESI: 32 bit pointer to source memory in data movement instructions								
	Your answer is correct.								
Question 28	Which statement is correct about interrupt vector table?								
Complete Marked out of	Select one or more:								
1.00	Store in the ending area of 1024K of the main memory								
	 Store on disk ✓ Store in the beginning area of the main memory 								
	Your answer is correct.								
Question 29	Part of memory as shown in figure								
Complete Marked out of	Address 1D48 1D49 1D4A 1D4B 1D4C 1D4D 1D4E 1D4F								
1.00	Value 03 7F F5 2D 5A 12 7B C0								
	The value of DX register follows the execution of MOV DX, [1D4D] is 127B. What is the endian type of this computer system								
	Select one:								
	level-endian level-endian								
	big-endian								
	o non-endian								
	Your answer is correct.								
	Total difference of contents								

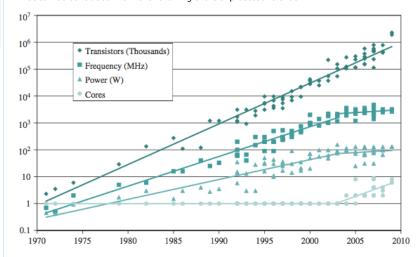
Question 30 Complete Marked out of 1.00	Part of memory as shown in figure Address 1D48 1D49 1D4A 1D4B 1D4C 1D4D 1D4E 1D4F Value 03 7F F5 2D 5A 12 7B C0 The value of BX register follows the execution of MOV BX, [1D49] is F57F. What is the endian type of this computer system Select one: level-endian big-endian little-endian non-endian						
Question 31 Complete Marked out of 0.50	The value in CS is 1FD0h what is Answer: 3CD5H	the location of next instruction from 00000h if Instruction pointer is 3CD4h					
Question 32 Complete Marked out of 1.00	Select correct items to describe to Number of clocks per instruction code size of program Assembly code Instruction set Bytes per instruction						
Question 33 Complete Marked out of 1.00	Continu	and Temporal Locality? keeping recently used instruction and data in cache memory and by exploiting a cache hierarchy using larger cache blocks and by incorporating prefetching mechanisms into the cache control logic ▼					
	Your answer is correct.						

Question 34

Complete Marked out of

1.00

What can be concluded from the following chart of processor trends:



Select one:

- The multi-core processors and level off clock speed help to make heat dissipation of CPU chip less
- The number of transistors in chips produce more heat dissipation
- Heat dissipation in processor chip is increasing year after year since 1970
- The processor speed keeps increasing after 2003

Your answer is correct.

Question 35

Complete
Marked out of
1.00

To evaluate processor performance, the following indicators and formulas are used:

Cycles per instruction
$$CPI = \frac{\sum_{i=1}^{n} (CPI_i \times I_i)}{I_c}$$

Time to execute a program $T = I_c \times CPI \times \tau$

Or
$$T = I_c \times [p + (m \times k)] \times \tau$$

In which:

p: the number of processor cycles needed to decode and execute the instruction

m: the number of memory references needed

k: the ratio between memory cycle time and processor cycle time

 τ : cycle time = 1/f

Which of the following system attributes affects $\emph{\textbf{I}}\emph{\textbf{c}}$ (the number of instructions of a program)

Select one or more:

- Cache and memory hierarchy
- Processor implementation
- ✓ Instruction set architecture
- Compiler technology

Your answer is correct.

Question 36

Complete Marked out of 1.00 To evaluate processor performance, the following indicators and formulas are used:

Which of the following system attributes affects cycle time $\boldsymbol{\tau}$

Select one or more:

- Processor implementation
- Compiler technology
- Instruction set architecture
- Cache and memory hierarchy

Your answer is correct.

Question 37 Key parameters to consider when evaluating processor hardware include: Complete Select one or more: Marked out of ✓ reliability 1.00 power consumption databus size Address bus size ✓ cost Your answer is correct. Question 38 A memory chip has 12 address pins, determine the maximum memory words of this chip? Complete Select one: Marked out of 2048K 1.00 0 2048 **4000** 4096 Your answer is correct. Question 39 Which of the following best describe the memory chip with pinout as shown below: Complete Marked out of 1.00 16 CAS 15 DQ₃ RAS 5 A₆ 6 14 ■ A₀ 13**■**A₁ 12 ■ A₂ DQ: Data pinout Select one: DRAM 64Kx4-bit SRAM 256Kx1-bit DRAM 16Kx4-bit SDRAM 64Kx4-bit Your answer is correct.

Question 40 Choose the correct structure of memory chip as shown below 24 **V**CC Marked out of 20 ■ 19 A₁₀ Note: DQ: Data pinout Select one: DRAM 2Kx8-bit SRAM 1Kx16-bit SRAM 2Kx8-bit DRAM 1Kx16-bit Your answer is correct. Question 41 The three key characteristics of memory are: capacity, access time and cost. Which of the following relationships hold for a variety of memory technologies? Marked out of Select one or more: ✓ Faster access time, greater cost per bit ■ Higher capacity, higher access time ✓ Greater capacity, smaller cost per bit Greater capacity, slower access time Your answer is correct. A SRAM memory chip labeled 32x8bit. Which of the following is correct pinout regarding address and data lines?

Question 42

Complete

1.00

Complete

1.00

Marked out of

1.00

Select one:

32 address pins, 3 data pins

32 address pins, 4 data pins

5 address pins, 3 data pins

15 address pins, 8 data pins

Your answer is correct.

Question 43 Complete

Marked out of 1.00

In the interconnection system, the number of address lines are governs by

Select one:

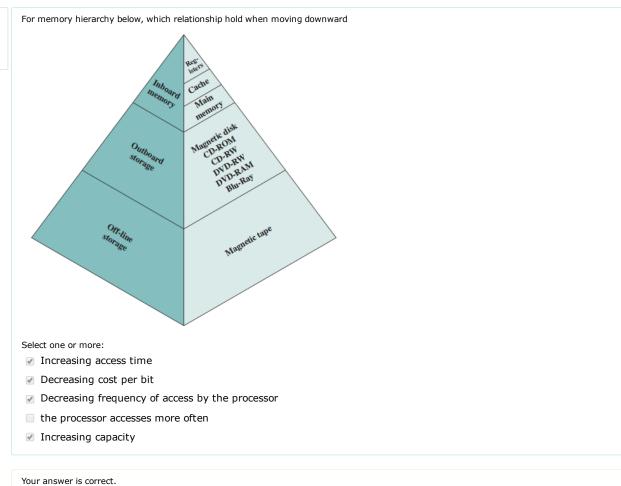
I/O Module

CPU

data bus line

Memory size

Your answer is correct.





1.50

Question 44

Complete Marked out of 1.00

> • MOV AX, BX Register MOV BP, [BX+SI] Base relative plus index ▼ MOV AX, ARRAY [BX+SI] Base plus index MOV AX, [BX] Register indirect MOV AX,[1234h] Direct MOV AX, 3540h Immediate

Identified correct addressing mode of the following instructions?

Your answer is partially correct. You have correctly selected 4.

Question 46 Complete

Marked out of 1.00

Part of computer memory is shown in figure

Address	1D48	1D49	1D4A	1D4B	1D4C	1D4D	1D4E	1D4F
Value	03	7F	F5	2D	5A	12	7B	C0

What is the value of AX register after instruction MOV AX, [1D4B] executed

Answer: 5A2D

Question 47

Complete
Marked out of
1.00

Part of memory shown in figure

Address	1D48	1D49	1D4A	1D4B	1D4C	1D4D	1D4E	1D4F
Value	03	7F	F5	2D	5A	12	7B	CO

What is the value of EAX follow the execution of this code

MOV BX, 1D4C MOV EAX, [BX]

Answer: 125A

Question 48

Complete
Marked out of
1.00

the memory stack area of a program shown in figure

Address								
Value	03	7F	F5	2D	5A	12	7B	C0

The value of SP register is 1D48. What is the value of SI follows the execution of POP SI

Answer: 1D48

Question 49

Complete

Marked out of

the memory stack area of a program shown in figure

 Address
 1D50
 1D51
 1D52
 1D53

 Value
 AF
 90
 71
 DA

The value of SP register is 1D50. What is the value of SP follows the execution of **PUSH SI**

Answer: 1D4F

Question 50

Complete

Marked out of

Consider two different machines, with two different instruction sets, both of which have a clock rate of 200 MHz. The following measurements are recorded on the two machines running a given set of benchmark programs

Instruction Type	Instruction Count (millions)	Cycles Per Instruction
Machine A		
Arithmetic and logic	8	1
Load and store	4	3
Branch	2	4
Others	4	3
Machine A		
Arithmetic and logic	10	1
Load and store	8	2
Branch	2	4
Others	4	3

Determine the effective, CPI, MIPS rate and execution time for each machine.

CPI_b 1.92 ▼

CPU Time_a 0.2 ▼

CPU Time_b 0.23 ▼

CPI_a 2.22 ▼

MIPs_b 104 ▼

MIPs_a 90 ▼

Your answer is correct.

Question 51 Complete	Choose correct RAID volume definitions for a request 2T storage.							
Marked out of 2.00	RAID 1 - Mirror volume 2 x 2T HDDs are needed, no data lost when the primary storage fails							
	Spanned Volume 2T HDD + more HDDs to extend storage, no fault tolerance, data lost when one HDD fails ▼							
	RAID 0 - Striped volume 2 x 1T HDDs are needed, enhance data transfer, no fault tolerance, data lost when one HDD fails 🔻							
	RAID5 Volume At least 3 x 2T HDDs, fault-tolerance, no data lost, no down-time ▼							
	Your answer is correct.							
Question 52 Complete Marked out of 1.00	Consider a 32-bit microprocessor whose bus cycle is the same duration as that of a 16-bit microprocessor. Assume that, on average, 30% of the operands and instructions are 32 bits long, 40% are 16 bits long, and 30% are only 8 bits long. Calculate the improvement achieved when fetching instructions and operands with the 32-bit microprocessor? Select one: 10% 15% 23%							
	Your answer is correct.							
Question 53 Complete Marked out of 1.00	Consider a magnetic disk drive with 8 surfaces, 512 tracks per surface, and 64 sectors per track. Sector size is 1 kB, the average seek time is 10.2 ms and the drive rotates at 3600 rpm. What is average access time. Given: Rotational delay = 1/(2r), where r is the rotational speed in revolutions per second Answer: 16.3							
	Return to: 12 March - 18 M •							