**PART 1.** Decide on whether the following statements are True or False. Should your answer be false, offer 1 to 2 sentence explanation on what made the statement wrong. Each item with a **TRUE** answer is given four (4) points, while each **FALSE** answer is awarded eight (8) points, including the explanation. False answers without any explanation shall be awarded with two (2) points

| STATEMENTS | TRUE / FALSE | EXPLANATION |
|---|---|---|
| Programmers and developers are more inclined to consider computer organization over architecture, as the former deals with the instruction sets, memory addresses and the general rules in creating programs. | True | The structure and behavior of a computer system as observed by the user are the subject of computer organization. Between hardware and software, it serves as the interface. |
| Generally speaking, computer architecture is preserved in an organization, mainly because manufacturers want to protect the users' software investments. | True | The design of computers, data storage devices, and networking elements that house and run programs, convey data, and facilitate interactions between computers, across networks, and with people is referred to as computer architecture. Since both computer scientists and computer engineers primarily concentrate on hardware design, computer architecture necessitates extensive cooperation between both disciplines. |
| A cache memory is the same as the main memory, only smaller and slower. | False | Cache memory operates between 10 to 100 times faster than RAM, requiring only a few nanoseconds to respond to a CPU request. |
| A persistent storage is required in a computer system in order for the currently used data to be stored and processed more quickly | True | Your PC needs it in order to operate properly, the bigger the better and ideally a high-speed memory. |
| Each physical processor chip can have more than one core inside it. | True | A multi-core processor is a microprocessor on a single integrated circuit with two or more separate processing units, called cores, each of which reads and executes program instructions. |

Dwight Jonas E. Quinol
dwightquinol@gmail.com
dwightjonas.quinol@unc.edu.ph