5

Let's assume a computer architecture has 1024 bytes memory. There are in total 16 instructions of fixed and equal length. If the instruction has in maximum 2 operands, what is the length of an instruction (in bits) (1 Point)

- 14 bits
- 20 bits
- 24 bits

8

10	20
20	46
35	15
46	3
53	10
70	15

R1	15
R2	36
R3	20

Let's say we have an instruction LOAD 10 and we have this memory and registers. what is the value of accumulator if this is the displacement addressing mode with R2? (1 Point)

- 15
- 3
- 10

7

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What is an addressing mode?(1 Point)

- How CPU store the retrieved data from memory into register
- The way how CPU can find data needed.
- The data path of retrieving data from memory to CPU

3

What is "Operation Code" or "Opcode" in ISA?(1 Point)

- ○ It defines how an instruction should do.
- ○ It defines where to find operands
- ◉ It defines how many operands an instruction should have

4

If an instruction have 2 operands, what can you call this kind of instruction?(1 Point)

- ○ 0-address instruction
- ○ 1-address instruction
- ◉ 2-address instruction

5

1

Instruction and Instruction Set Architecture is the same(1 Point)

- ○ True
- ◉ False

2

A computer program is composed of many instructions and data. (1 Point)

- ◉ True
- ○ False

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✓ **Correct** 1/1 Points

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