Unit 6 Test

Your Score: 100%
20 Correct out of 20
Ougstion 6 of 20

		Question 6 of 20
The	keeps a list of programs ready to run on the processor, and it selects the one that will execute next.  library	
•	Scheduler	
•	information manager	
•	task manager	
Unit 6 <sup>-</sup>	Test Control of the C	Your Score: 100% 20 Correct out of 20 Question 7 of 20
ma	ark the beginning and end of an assembly language program, specifying where to start and stop the trar  Loaders	
•	Memory cells	
•	Pseudo-ops	
•	Value instructions	
Unit 6 <sup>-</sup>	Test Control of the C	Your Score: 100% 20 Correct out of 20 Question 8 of 20
Assemb •	ly languages allow the programmer to refer to op codes using a symbolic name, called the, rather label	than by a number.
•	symbolic address	
•	virtual code	
•	op code mnemonic	
Unit 6 <sup>-</sup>	Test Control of the C	Your Score: 100% 20 Correct out of 20 Question 9 of 20
us	er interfaces interact with users and solicit requests in a variety of ways beyond point-and-click.  Sensory	Quostion of a
•	Audio	
•	Multimedia	
•	Graphical	
Unit 6	Test	

		Your Score: 100% 20 Correct out of 20 Question 10 of 20
	ch operating systems were the first to include a(n) language.	
•	multiprogrammed	
•	equalizing	
•	embedded	
Jnit 6 T	est	Your Score: 100% 20 Correct out of 20 Question 11 of 20
com	mands are commands sent to the operating system to perform a service on the user's behalf.	
• `	Client	
. (	System	
•	Execution	
•	Assembly	
Jnit 6 To	est est	Your Score: 100%
		20 Correct out of 20 Question 12 of 20
	s that are placed inside other pieces of equipment to control their operation are called systems.	QUESTION 12 OF 20
•	integrated	
. (	embedded	
•	baseline	
•	virtual	
Jnit 6 To	est est	Your Score: 100% 20 Correct out of 20 Question 13 of 20
	the following is not a problem with machine language?	Question 13 of 20
	It allows only character-based memory addresses.	
. (	it allows only character-based memory addresses.	
	It is difficult to create data.	
. (		

Unit 6 Test

	Your Score: 100% 20 Correct out of 20 Question 14 of 20
An assembler translates a symbolic assembly language into language.	
• direct	
algorithmic	
high-level	
• omachine	
Unit 6 Test	
	Your Score: 100% 20 Correct out of 20 Question 15 of 20
An assembler uses an op code table to translate op codes to binary.	Question 10 of 20
• pseudo	
• symbol	
• generated	
• omnemonic	
Unit 6 Test	V C 4000/
	Your Score: 100% 20 Correct out of 20 Question 16 of 20
During the generation of system software, there really were no operating systems and there was verany kind.	
• second	
• third	
•	
• fourth	
Unit 6 Test	
	Your Score: 100% 20 Correct out of 20 Ougstion 17 of 20
generation systems developed the concept of user operation codes that could be included in any us	Question 17 of 20 ser program.

## Unit 6 Test

- Third
- Second
- First
- Fourth

Your Score: 100% 20 Correct out of 20 Question 18 of 20

		Question 18 of 2
A	machine is essentially hardware bereft of any helpful user-oriented features.  stripped	
•	o naked	
Unit 6	Test	Your Score: 100° 20 Correct out of 2
It is the	task of the to read instructions from the object file and store them into memory for execution.  integer	Question 19 of 2
•	o loader	
•	initiator	
•	counter	
Unit 6	Test	Your Score: 1009 20 Correct out of 2 Question 20 of 2
sc resourc	oftware is a collection of computer programs that manages the resources of the computer and facilitates are	
•	Authorizing	
•	Authenticating	
•	System	
•	Resource-management	