**8086 MICROPROCESSOR**

Q1. 8086 microprocessor supports \_\_\_\_\_ modes of operation.

1. 2
2. 3
3. 4
4. 5

ANS1. A

Q2. 8086 can access up to \_\_\_\_\_ memory.

1. 512 KB
2. 1 MB
3. 2 MB
4. 256 KB

ANS1. B

Q3. 8086 has \_\_\_\_\_ address bus.

1. 16-bit
2. 18-bit
3. 20-bit
4. 24-bit

ANS1. C

Q4. Which flag is set to 1 when the result of arithmetic or logical operation is zero else it is set to zero?

1. Trap flag
2. Zero flag
3. Carry flag
4. Overflow flag

ANS1. B

Q5. Which flag represents the result when the system capacity is exceeded?

1. Trap flag
2. Auxiliary flag
3. Carry flag
4. Overflow flag

ANS1. B

Q6. It is used to write the data into the memory or the output device depending on the status of M/IO signal.

1. IR
2. HLDA
3. HR
4. WR

ANS1. D

Q7. Which instruction is used to load the address of operand into the provided register?

1. LEA
2. LDS
3. LES
4. LAHF

ANS1. A

Q8. The different ways in which a source operand is denoted in an instruction is known as:

1. Instruction Set
2. Interrupts
3. Architecture
4. Addressing Modes

ANS1. D

Q9. A microprocessor is a \_\_\_\_\_\_\_ chip integrating all the functions of a CPU of a computer.

1. multiple
2. single
3. double
4. triple

ANS1. B

Q10. The work of EU is \_\_\_\_\_\_.

1. encoding
2. decoding
3. processing
4. calculations

ANS1. B

Q11. The register used to store the flags is called as \_\_\_\_\_\_.

1. Flag register
2. Status register
3. Test register
4. Log register

ANS 11. B

Q12. The 16 bit flag of 8086 microprocessor is responsible to indicate \_\_\_\_\_\_.

1. The condition of result of ALU operation
2. The condition of memory
3. The result of addition
4. The result of subtraction

ANS 12. A

Q13. The CF is known as \_\_\_\_\_\_.

1. Carry flag
2. Condition flag
3. Common flag
4. Single flag

ANS 13. A

Q14. The SF is known as \_\_\_\_\_\_.

1. Service flag
2. Sign flag
3. Single flag
4. Condition flag

ANS 14. B

Q15. The IF is known as \_\_\_\_\_\_.

1. Initial flag
2. Indicate flag
3. Interrupt flag
4. Inter flag

ANS 15. C

Q16. The IF is known as \_\_\_\_\_\_.

1. Initial flag
2. Indicate flag
3. Interrupt flag
4. Inter flag

ANS 16. C

Q17. The IF is known as \_\_\_\_\_\_.

1. Initial flag
2. Indicate flag
3. Interrupt flag
4. Inter flag

ANS 17. C

Q18. The instruction that is used to transfer the data from source operand to destination operand is :

1. Data copy / transfer instruction
2. Branch instruction
3. Arithmetic / logical instruction
4. String instructions

ANS 17. C

**CHAPTER 1: BASIC CONCEPTS AND COMPUTER EVOLUTION**

Q1. \_\_\_\_\_\_\_\_ bus structure is usually used to connect I/O devices..

1. Single bus
2. Multiple bus
3. Star bus
4. RAM bus

ANS 1. A

Q2. The main advantage of using single bus structure is \_\_\_\_\_\_\_.

1. Fast data transfers
2. Cost effective connectivity and speed
3. Cost effective connectivity and ease of attaching peripheral devices
4. None of the above

ANS 2. C

Q3. The ISA standard buses are used to connect \_\_\_\_\_\_\_.

1. RAM and Processor
2. GPU and Processor
3. Hard-disk and Processor
4. CD / DVD drives and Processor

ANS 3. C

Q4. Which registers can interact with the secondary storage?

1. MAR
2. PC
3. IR
4. AC

ANS 4. A

Q5. To extend the connectivity of the processor bus we use \_\_\_\_\_\_\_\_\_\_.

1. PCI Bus
2. SCSI Bus
3. Controllers
4. Multiple Bus

ANS 5. A

Q6. A source program is usually written in \_\_\_\_\_\_\_\_\_\_\_.

1. Assembly language
2. Machine-level language
3. High-level language
4. Natural language

ANS 6. C

Q7. \_\_\_\_\_\_\_ are numbers and encoded characters which are generally used as operands.

1. Input
2. Data
3. Information
4. Stored values

ANS 7. B

Q8. The ALU stores the immediate result in \_\_\_\_\_\_\_\_\_\_.

1. Accumulator
2. Queue
3. Stack
4. Memory locations

ANS 8. A

Q9. The control unit controls other units by generating \_\_\_\_\_\_\_\_.

1. Control signals
2. Timing signals
3. Transfer signals
4. Command signals

ANS 9. B

Q10. The extremely small and fast RAM is known as \_\_\_\_\_\_.

1. Cache
2. Heaps
3. Accumulators
4. Stacks

ANS 10. A

Q11. The smallest entity of memory is called \_\_\_\_\_\_.

1. Cell
2. Block
3. Instance
4. Unit

ANS 11. A

Q12. The branch of study that deals with the computer system’s conceptual design and basic overview is known as:

1. Computer Anatomy
2. Computer Architecture
3. Computer OS
4. Computer Interface

ANS12. B

Q13. Which of the following technologies was used in second generation computer?

1. Vacuum Tubes
2. Transistors
3. Integrated Circuits
4. VLSI Circuits

ANS13. B

**CHAPTER 2: PERFORMANCE ISSUES**

Q1. \_\_\_\_\_\_\_\_\_\_\_ are used to overcome the difference in data transfer speeds of various devices.

1. Speed enhancing circuitry
2. Bridge circuits
3. Multiple buses
4. Buffer registers

ANS 1. D

Q2. Two processors A and B have clock frequencies of 700 MHz and 900MHz respectively. Suppose A can execute an instruction with an average of 3 steps and B can execute with an average of 5 steps. For the execution of the same instruction which processor is faster?

1. A
2. B
3. Both takes equal amount of time
4. None of the above

ANS 2. A

Q3. A processor performing fetch or decoding of different instruction during the execution of another instruction is called \_\_\_\_\_\_\_\_\_\_.

1. Super-scaling
2. Pipelining
3. Parallel computation
4. Architecture

ANS 3. B

Q4. The clock rate of the processor can be improved by \_\_\_\_\_\_\_\_\_.

1. Improving the IC technology of the logic circuits
2. Reducing the amount of processing done in one step
3. By using the over-clocking method
4. All of the above

ANS 4. D

Q5. SPEC stands for \_\_\_\_\_\_\_\_.

1. Standard Performance Evaluation Code
2. System Processing Enhancing Code
3. System Performance Evaluation Corporation
4. Standard Processing Enhancement Corporation

ANS 5. C

Q6. CISC stands for \_\_\_\_\_\_\_\_\_\_\_.

1. Complete Instruction Sequential Compilation
2. Computer Integrated Sequential Compiler
3. Complex Instruction Set Computer
4. Complex Instruction Sequential Compilation

ANS 6. C

Q7. Which instruction is used to load the address of operand into the provided register?

1. LEA
2. LDS
3. LES
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ANS1. A

Q8. The different ways in which a source operand is denoted in an instruction is known as:

1. Instruction Set
2. Interrupts
3. Architecture
4. Addressing Modes

ANS1. D

Q9. A microprocessor is a \_\_\_\_\_\_\_ chip integrating all the functions of a CPU of a computer.

1. multiple
2. single
3. double
4. triple

ANS1. B

Q10. The work of EU is \_\_\_\_\_\_.

1. encoding
2. decoding
3. processing
4. calculations

ANS10. B

Q11. Which of the following is the important characteristics of computers?

1. speed
2. accuracy
3. storage
4. all of the above

ANS11. D

Q12. Which of the following is not a hardware component of computer?

1. memory
2. scanner
3. operating system
4. CPU

ANS12. C

**CHAPTER 3: A TOP-LEVEL VIEW OF COMPUTERFUNCTION AND INTERCONNECTION**

Q1. During the execution of a program which gets initialized first?

1. MDR
2. IR
3. PC
4. MAR

ANS1. C

Q2. The decoded instruction is stored in \_\_\_\_\_\_\_\_\_.

1. IR
2. PC
3. Registers
4. AC

ANS1. A

Q3. Which of the register(s) of the processor is / are connected to Memory Bus?

1. PC
2. MAR
3. IR
4. Both PC AND MAR

ANS1. B

Q4. ISP stands for \_\_\_\_\_\_\_\_\_.

1. Instruction Set Processor
2. Information Standard Processing
3. Interchange Standard Protocol
4. Interrupt Service Procedure

ANS1. A

Q5. The interrupt request line is a part of the \_\_\_\_\_\_\_\_\_\_\_.

1. Data line
2. Control line
3. Address line
4. None of the above

ANS1. B

Q6. The signal set to the device from the processor to the device after receiving an interrupt is \_\_\_\_\_\_\_\_.

1. Interrupt acknowledge
2. Return signal
3. Service signal
4. Permission signal

ANS1. A

**CHAPTER 4: CACHE MEMORY**

Q1. To reduce the memory access time we generally make use of \_\_\_\_\_\_\_\_.

1. Heaps
2. SSD
3. SDRAMs
4. Cache memory

ANS 1. D

Q2. \_\_\_\_\_\_\_\_\_\_ is usually used to increase the size of physical memory.

1. Secondary memory
2. Virtual memory
3. Hard-disk
4. Disks

ANS 2. B

Q3. The internal components of the processor are connected by \_\_\_\_\_\_\_\_\_\_.

1. Processor intra-connectivity circuitry
2. Processor bus
3. Memory bus
4. Single bus

ANS 3. B

Q4. During the execution of instructions, a copy of the instructions is placed in the \_\_\_\_\_\_\_\_\_.

1. Register
2. RAM
3. Main memory
4. Cache

ANS 4. D

Q5. To get the physical address from the logical address generated by CPU we use \_\_\_\_\_\_\_\_

1. MAR
2. MMU
3. Overlays
4. TLB

ANS 5. B

Q6. During the transfer of data between the processor and memory we use \_\_\_\_\_\_\_\_.

1. Cache
2. TLB
3. Buffers
4. Registers

ANS 6. D

Q7. \_\_\_\_\_\_\_ method is used to map logical address of variable length onto physical memory.

1. Paging
2. Overlays
3. Segmentation
4. Paging with segmentation

ANS1. C

Q8. Physical memory is divided into sets of finite size called as \_\_\_\_\_\_\_\_\_\_.

1. Frames
2. Pages
3. Blocks
4. Vectors

ANS1. A

Q9. What is the high speed memory between the main memory and the CPU called?

1. Registers
2. Cache memory
3. Secondary storage memory
4. Virtual memory

ANS 9. B

Q10. Whenever the data is found in the cache memory it is called a \_\_\_\_\_\_\_\_.

1. HIT
2. MISS
3. FOUND
4. ERROR

ANS 10. A

Q11. The transfer between CPU and Cache is called \_\_\_\_\_\_\_\_.

1. Block transfer
2. Word transfer
3. Set transfer
4. Associative transfer

ANS 11. B

Q12. LRU stands for \_\_\_\_\_\_\_\_.

1. Low Rate Usage
2. Least Rate Usage
3. Least Recently Used
4. Low Required Usage

ANS 12. C

Q13. When the data at a location in cache is different from the data in the main memory, the cache is called \_\_\_\_\_\_\_\_\_\_.

1. Unique
2. Inconsistent
3. Variable
4. Fault

ANS 13. B

Q14. Which of the following is not a write policy to avoid Cache Coherence?

1. Write through
2. Write within
3. Write back
4. Write buffer

ANS 14. B

Q15. In \_\_\_\_\_\_\_\_\_\_\_ mapping, the data can be mapped anywhere in the Cache Memory.

1. Associative
2. Direct
3. Set-associative
4. Indirect

ANS 15. A

Q16. Cache Memory is implemented using the DRAM chips.

1. True
2. False

ANS 16. B

**COA MCQ CHAPTER 5 & 6**

Q1. What is the permanent memory built into your computer called?

1. RAM
2. ROM
3. CPU
4. CD-ROM

ANS 1. B

Q2. Storage which stores or retains data after power off is called \_\_\_\_\_\_\_\_.

1. Volatile storage
2. Non-volatile storage
3. Sequential storage
4. Direct storage

ANS2. B

Q3. The contents of memory into blocks of the same size is called as \_\_\_\_\_\_\_\_\_.

1. ROM
2. EPROM
3. EEPROM
4. All of the above

ANS 3. D

Q4. Main memory of computer is \_\_\_\_\_\_\_\_\_.

1. Internal
2. External
3. Both
4. Auxilliary

ANS 4. A

Q5. Which of the following memories must be refreshed many times per second?

1. EPROM
2. ROM
3. Static RAM
4. Dynamic RAM

ANS 5. D

Q6. A half-byte is known as \_\_\_\_\_\_\_\_.

1. data
2. bit
3. half-byte
4. nibble

ANS 6. D

Q7. USB type storage device is \_\_\_\_\_\_\_\_\_.

1. Secondary
2. Auxiliary
3. Tertiary
4. Primary

ANS 7. A

Q8. Which device is used to back-up the data?

1. Floppy disk
2. Tape
3. Network drive
4. All of the above

ANS 8. D

Q9. With a CD you can perform \_\_\_\_\_\_.

1. read
2. write
3. read and write
4. none of these

ANS 9. A

Q10. Flash memory is also known as \_\_\_\_\_\_\_.

1. Flash RAM
2. Flash ROM
3. Flash DRAM
4. Flash DROM

ANS 10. A

Q11. RAM is a \_\_\_\_\_\_ memory.

1. External
2. Internal
3. Main
4. Auxiliary

ANS 11. C

Q12. \_\_\_\_\_\_ is the permanent memory unit built into the computer systems.

1. ROM
2. CPU
3. DVD-ROM
4. RAM

ANS 12. A

Q13. Hard-disk drives are considered as \_\_\_\_\_\_\_\_ storage medium.

1. Flash
2. Non-volatile
3. Temporary
4. Permanent

ANS 13. B

Q14. The storage element of a SRAM is \_\_\_\_\_\_\_.

1. Diode
2. Resistor
3. Capacitor
4. Flip-flop

ANS 14. D

Q15. Capacity of hard-disk is measured in \_\_\_\_\_\_\_.

1. Gigabytes
2. Megabytes
3. Kilobytes
4. Bytes

ANS 15. A

**COA MCQ CHAPTER 8**

Q1. Which of the following is not a type of Operating System?

1. Batch Processing
2. Multi-programming
3. Latch Programming
4. Real time programming

ANS 1. C

Q2. BIOS programs are embedded on a chip called

1. Firmware
2. IC
3. Hardware
4. Application programs

ANS 1. A