



8086

MCQ - 2021



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Section 1

Introduction and Architecture of 8086



Q1) 8086 is a 16-bit processor because...

- (a) It has a 16-bit data bus
- (b) It has a 16-bit ALU
- (c) It has a 16-bit address bus
- (d) It has a 16-bit control bus

Answer...

- (a) It has a 16-bit data bus
- (b) It has a 16-bit ALU**
- (c) It has a 16-bit address bus
- (d) It has a 16-bit control bus

Video Reference: 8086 | **Architecture**

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Q2) The maximum size of a segment is

- (a) 16-bit
- (b) 64 KB
- (c) 1 MB
- (d) undefined

Answer...

- (a) 16-bit
- (b) 64 KB**
- (c) 1 MB
- (d) undefined

Video Reference: 8086 | **Segmentation**

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Q3) The minimum size of a segment is

- (a) 16-bit
- (b) 16 Bytes
- (c) 1 MB
- (d) undefined

Answer...

- (a) 16-bit
- (b) 16 Bytes**
- (c) 1 MB
- (d) undefined

Video Reference: 8086 | **Segmentation**

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**Q4) What is the physical address for
2000H : [1234H]**

- (a) 3234H
- (b) 1234H
- (c) 21234H
- (d) 22345H

Answer...

- (a) 3234H
- (b) 1234H
- (c) 21234H**
- (d) 22345H

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Q5) When is the queue flushed?

- (a) When overflow Flag becomes 1
- (b) When 8086 overheats
- (c) During 16-bit multiplication
- (d) During a Branch

Answer...

- (a) When overflow Flag becomes 1
- (b) When 8086 overheats
- (c) During 16-bit multiplication
- (d) During a Branch**

Video Reference: 8086 | **Architecture**

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Q6) What is aligned data?

- (a) Any 16-bit data
- (b) 16-bit data starting from even address
- (c) 16-bit data starting from odd address
- (d) 16-bit data having even parity

Answer...

- (a) Any 16-bit data
- (b) 16-bit data starting from even address**
- (c) 16-bit data starting from odd address
- (d) 16-bit data having even parity

Video Reference: 8086 | **Memory Banking**

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Q7) What is the range of an 8-bit signed number?

- (a) 0...255
- (b) -127...+128
- (c) -128....+128
- (d) -128...+127

Answer...

- (a) 0...255
- (b) -127...+128
- (c) -128....+128
- (d) -128...+127**

Video Reference: 8086 | **Flag Register**

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Q8) When Interrupt Flag (IF) becomes 0...

- (a) All interrupts are disabled
- (b) All Software interrupts are disabled
- (c) All Hardware interrupts are disabled
- (d) INTR interrupt is disabled

Answer...

- (a) All interrupts are disabled
- (b) All Software interrupts are disabled
- (c) All Hardware interrupts are disabled
- (d) INTR interrupt is disabled**

Video Reference: 8086 | **Flag Register**

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Q9) Trap Flag (TF) is used to...

- (a) Enable the hardware interrupt called TRAP
- (b) Debug using single stepping
- (c) Change direction for string instructions
- (d) Avoid over-heating of the motherboard

Answer...

- (a) Enable the hardware interrupt called TRAP
- (b) Debug using single stepping**
- (c) Change direction for string instructions
- (d) Avoid over-heating of the motherboard

Video Reference: 8086 | **Flag Register**

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Q10) 8086 has two memory banks because...

- (a) If one fails, other will work
- (b) To reduce load on one chip
- (c) To transfer 16-bit data in one cycle
- (d) One for fetching, one for execution

Answer...

- (a) If one fails, other will work
- (b) To reduce load on one chip
- (c) To transfer 16-bit data in one cycle**
- (d) One for fetching, one for execution

Video Reference: 8086 | **8086 Memory Banking**

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Q) Should you learn by cheating / piracy?

- (a) Yes, I am raised like this!
- (b) Who cares about the teacher's effort? I am cheap!
- (c) Education by cheating will still help me!
- (d) NO. We should support good teachers who work so hard yet charge very less!

Answer...

I leave this answer to YOU!



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Section 2

Addressing Modes and Instruction Set



Q11) Immediate addressing mode means

- (a) Data is given in the instruction
- (b) Address is given in the instruction
- (c) Data is given in registers
- (d) Address is given using a register

Answer...

- (a) Data is given in the instruction**
- (b) Address is given in the instruction
- (c) Data is given in registers
- (d) Address is given using a register

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Q12) ADD BL, CL is an example of

- (a) Immediate Addressing mode
- (b) Register Addressing mode
- (c) Direct Addressing mode
- (d) Indirect Addressing mode

Answer...

- (a) Immediate Addressing mode
- (b) Register Addressing mode**
- (c) Direct Addressing mode
- (d) Indirect Addressing mode

Video Reference: 8086 | **Addressing Modes**

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Q13) In which addressing mode we give the offset address of the operand?

- (a) Immediate Addressing mode
- (b) Register Addressing mode
- (c) Direct Addressing mode
- (d) Indirect Addressing mode

Answer...

- (a) Immediate Addressing mode
- (b) Register Addressing mode
- (c) Direct Addressing mode**
- (d) Indirect Addressing mode

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Q14) Indirect addressing mode is used when we want to...

- (a) Not disclose the address
- (b) Access a series of locations
- (c) Access the odd bank
- (d) Indirectly end the program

Answer...

- (a) Not disclose the address
- (b) Access a series of locations**
- (c) Access the odd bank
- (d) Indirectly end the program

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Q15) Assume

CS = 1000H, SS = 2000H, DS = 3000H, ES=4000H

BX = 5000H, BP = 3179H, SI = 8086H, DI=1605H

What will be the physical address of data in the instruction: **MOV CL, [2000H]**

- (a) 12000H
- (b) 22000H
- (c) 38086H
- (d) 32000H



Answer...

- (a) 12000H
- (b) 22000H
- (c) 38086H
- (d) 32000H**

**Important Type
of Question**

Video Reference: 8086 | **Addressing Modes**

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Q16) Assume

CS = 1000H, SS = 2000H, DS = 3000H, ES=4000H

BX = 5000H, BP = 3179H, SI = 8086H, DI=1605H

What will be the physical address of data in the instruction: **MOV CL, ES:[2000H]**

- (a) 12000H
- (b) 22000H
- (c) 38086H
- (d) 42000H



Answer...

- (a) 12000H
- (b) 22000H
- (c) 38086H
- (d) 42000H**

**Important Type
of Question**

Video Reference: 8086 | **Simulation programs**

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Q17) Assume

CS = 1000H, SS = 2000H, DS = 3000H, ES=4000H

BX = 5000H, BP = 3179H, SI = 8086H, DI=1605H

What will be the physical address of data in the instruction: **MOV CL, 2000H [BX]**

- (a) 32000H
- (b) 37000H
- (c) 38086H
- (d) 35000H



Answer...

- (a) 32000H
- (b) 37000H**
- (c) 38086H
- (d) 35000H

**Important Type
of Question**

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Q18) Assume

CS = 1000H, SS = 2000H, DS = 3000H, ES=4000H

BX = 5000H, BP = 3179H, SI = 8086H, DI=1605H

What will be the physical address of data in the instruction: **MOV CL, [BX+SI+2000H]**

- (a) 3F086H
- (b) 4F080H
- (c) 38086H
- (d) 35000H



Answer...

- (a) 3F086H**
- (b) 4F080H
- (c) 38086H
- (d) 35000H

**Important Type
of Question**

Video Reference: 8086 | **Addressing Modes**

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Q19) Assume

CS = 1000H, SS = 2000H, DS = 3000H, ES=4000H

BX = 5000H, BP = 3179H, SI = 8086H, DI=1605H

What will be the physical address of data in the instruction: **MOV CL, [BX+SI+3000H]**

- (a) 3F086H
- (b) 40080H
- (c) 38086H
- (d) 30086H



Answer...

- (a) 3F086H
- (b) 40080H
- (c) 38086H
- (d) 30086H**

**Important Type
of Question**

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Q20) Assume

CS = 1000H, SS = 2000H, DS = 3000H, ES=4000H

BX = 5000H, BP = 3179H, SI = 8086H, DI=1605H

What will be the physical address of data in the instruction: **MOV CL, [BX+BP]**

- (a) 3F086H
- (b) 40080H
- (c) Invalid Instruction
- (d) 30086H



Answer...

- (a) 3F086H
- (b) 40080H
- (c) Invalid Instruction**
- (d) 30086H

**Important Type
of Question**

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Q21) MOV CX, [2000H]

CX will get 16-bit data in...

- (a) One cycle (aligned)
- (b) Two cycles (misaligned)
- (c) Invalid Instruction
- (d) Depends on the value of data

Answer...

- (a) One cycle (aligned)**
- (b) Two cycles (misaligned)
- (c) Invalid Instruction
- (d) Depends on the value of data

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Q22) MOV CX, [2001H]

CX will get 16-bit data in...

- (a) One cycle (aligned)
- (b) Two cycles (misaligned)
- (c) Invalid Instruction
- (d) Depends on the value of data

Answer...

- (a) One cycle (aligned)
- (b) Two cycles (misaligned)**
- (c) Invalid Instruction
- (d) Depends on the value of data

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Q23) LEA BX, SUM

BX will get the...

- (a) Physical address of SUM
- (b) Offset address of SUM
- (c) SUM of BX and SI
- (d) LEAST of BX and SUM

Answer...

- (a) Physical address of SUM
- (b) Offset address of SUM**
- (c) SUM of BX and SI
- (d) LEAST of BX and SUM

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Q24) Of the 3 control flags, there is no direct instruction to change the ...

- (a) Interrupt Flag
- (b) Direction Flag
- (c) Trap Flag
- (d) Overflow Flag

Answer...

- (a) Interrupt Flag
- (b) Direction Flag
- (c) Trap Flag**
- (d) Overflow Flag

Video Reference: 8086 | **Machine control Instructions**

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**Q25) MOV AL, 10000011B;
CBW;**

The result of the above instructions is...

- (a) AX = 0083H
- (b) AX = FF83H
- (c) AX = XX83H
- (d) Invalid instruction



Answer...

- (a) AX = 0083H
- (b) AX = FF83H**
- (c) AX = XX83H
- (d) Invalid instruction

**Important Type
of Question**

Video Reference: 8086 | **Arithmetic Group**

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**Q26) MOV AL, 25H;
ADD AL, 25H
DAA;**

The result of the above instructions is...

- (a) AL = 4AH, CF=1
- (b) AL = 50H, CF=1
- (c) AL = 4AH, CF=0
- (d) AL = 50H, CF=0



Answer...

- (a) AL = 4AH, CF=1
- (b) AL = 50H, CF=1
- (c) AL = 4AH, CF=0
- (d) AL = 50H, CF=0**

**Important Type
of Question**

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Section 3

8086 Programming



Q27) INT 21H is used to...

- (a) Accept user input
- (b) Give screen output
- (c) Terminate the program
- (d) All of the above

Answer...

- (a) Accept user input
- (b) Give screen output
- (c) Terminate the program
- (d) All of the above**

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Q28) MOV AH, 01H

INT 21H is used to...

- (a) Input a character
- (b) Output a character
- (c) Input a string
- (d) Display a string

Answer...

- (a) Input a character**
- (b) Output a character
- (c) Input a string
- (d) Display a string

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Q29) MOV AH, 02H

INT 21H is used to...

- (a) Input a character
- (b) Display a character
- (c) Input a string
- (d) Display a string



Answer...

- (a) Input a character
- (b) Display a character**
- (c) Input a string
- (d) Display a string

**Important Type
of Question**

Video Reference: 8086 | **Simulation programs**

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Q) We cheat and learn by piracy because...

- (a) We are cheap
- (b) We are educated thieves
- (c) We were raised with low morals
- (d) We love to backstab our teacher!

Answer...

All of the above

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Q30) MOV AH, 0AH

INT 21H is used to...

- (a) Input a character
- (b) Display a character
- (c) Input a string
- (d) Display a string

Answer...

- (a) Input a character
- (b) Display a character
- (c) Input a string**
- (d) Display a string

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Q31) MOV AH, 09H

INT 21H is used to...

- (a) Input a character
- (b) Display a character
- (c) Input a string
- (d) Display a string

Answer...

- (a) Input a character
- (b) Display a character
- (c) Input a string
- (d) Display a string**

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Q32) What is the role of 0DH, 0AH while displaying strings on the screen?

- (a) Makes text bold
- (b) Makes text right-aligned
- (c) Makes text blinking
- (d) Goes to next line, home position

Answer...

- (a) Makes text bold
- (b) Makes text right-aligned
- (c) Makes text blinking
- (d) Goes to next line, home position**

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Q33) What are the ASCII values of 0...FH?

- (a) 30...39H and 41...46H
- (b) 30...39H and 3A...3FH
- (c) 30...39H and 40...45H
- (d) 30...39H and 4A...4FH

Answer...

- (a) 30...39H and 41...46H**
- (b) 30...39H and 3A...3FH
- (c) 30...39H and 40...45H
- (d) 30...39H and 4A...4FH

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Q34) How many iterations will this loop have?

MOV CL, 0FFH

Back: ...

DEC CL

JNZ Back

- (a)
- (b) 254
- (c) 255
- (d) 256
- (e) Infinite Loop



**Important Type
of Question**

Answer...

- (a) 254
- (b) 255**
- (c) 256
- (d) Infinite Loop

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Q35) How many iterations will this loop have?

MOV CL, 00H

Back: ...

DEC CL

JNZ Back

- (a) 0
- (b) 255
- (c) 256
- (d) Infinite Loop



**Important Type
of Question**

Answer...

- (a) 0
- (b) 255
- (c) 256**
- (d) Infinite Loop

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Q36) How many iterations will this loop have?

MOV CL, 01H

Back: ...

DEC CL

JNZ Back

- (a) 255
- (b) 256
- (c) 257
- (d) 1



Important Type

of Question

Answer...

- (a) 255
- (b) 256
- (c) 257
- (d) 1**

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Q37) SCAS is used for?

- (a) To search for a value in a string
- (b) To reverser a string
- (c) To compare two strings
- (d) To check for a palindrome

Answer...

- (a) To search for a value in a string**
- (b) To reverser a string
- (c) To compare two strings
- (d) To check for a palindrome

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**Q38) MOV AL, 25H
CMP AL, 24H
Show effect on CF and ZF...**

- (a) CF = 1, ZF= 0
- (b) CF = 0, ZF= 1
- (c) CF = 0, ZF= 0
- (d) CF = X, ZF= 0



**Important Type
of Question**

Answer...

- (a) CF = 1, ZF= 0
- (b) CF = 0, ZF= 1
- (c) CF = 0, ZF= 0**
- (d) CF = X, ZF= 0

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**Q39) MOV AL, 24H
CMP AL, 25H
Show effect on CF and ZF...**

- (a) CF = 1, ZF= 0
- (b) CF = 0, ZF= 1
- (c) CF = 0, ZF= 0
- (d) CF = X, ZF= 0



Answer...

- (a) CF = 1, ZF= 0**
- (b) CF = 0, ZF= 1
- (c) CF = 0, ZF= 0
- (d) CF = X, ZF= 0

**Important Type
of Question**

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Q40) MOV AL, 25H
CMP AL, 25H
Show effect on CF and ZF...

- (a) CF = 1, ZF= 0
- (b) CF = 0, ZF= 1
- (c) CF = 0, ZF= 0
- (d) CF = X, ZF= 0



Answer...

- (a) CF = 1, ZF= 0
- (b) CF = 0, ZF= 1**
- (c) CF = 0, ZF= 0
- (d) CF = X, ZF= 0

**Important Type
of Question**

Video Reference: 8086 | **Simulation programs**

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**Q41) MOV AL, 7FH
ADD AL, 01H
Show effect on SF and OF...**

- (a) SF = 1, OF = 0
- (b) SF = 0, OF = 0
- (c) SF = 0, OF = 1
- (d) SF = 1, OF = 1



Answer...

- (a) SF = 1, OF = 0
- (b) SF = 0, OF = 0
- (c) SF = 0, OF = 1
- (d) SF = 1, OF = 1**

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of Question**

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Section 4

8086 Interrupts



Q42) INT 0 is used to...

- (a) Indicate Divide Error
- (b) Perform Single Stepping
- (c) Service NMI
- (d) Cause Breakpoint
- (e) Interrupt on overflow

Answer...

- (a) Indicate Divide Error**
- (b) Perform Single Stepping
- (c) Service NMI
- (d) Cause Breakpoint
- (e) Interrupt on overflow

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Q43) INT 1 is used to...

- (a) Indicate Divide Error
- (b) Perform Single Stepping
- (c) Service NMI
- (d) Cause Breakpoint
- (e) Interrupt on overflow

Answer...

- (a) Indicate Divide Error
- (b) Perform Single Stepping**
- (c) Service NMI
- (d) Cause Breakpoint
- (e) Interrupt on overflow

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Q44) INT 2 is used to...

- (a) Indicate Divide Error
- (b) Perform Single Stepping
- (c) Service NMI
- (d) Cause Breakpoint
- (e) Interrupt on overflow

Answer...

- (a) Indicate Divide Error
- (b) Perform Single Stepping
- (c) Service NMI**
- (d) Cause Breakpoint
- (e) Interrupt on overflow

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Q45) INT 3 is used to...

- (a) Indicate Divide Error
- (b) Perform Single Stepping
- (c) Service NMI
- (d) Cause Breakpoint
- (e) Interrupt on overflow

Answer...

- (a) Indicate Divide Error
- (b) Perform Single Stepping
- (c) Service NMI
- (d) Cause Breakpoint**
- (e) Interrupt on overflow

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Q46) INT 4 is used to...

- (a) Indicate Divide Error
- (b) Perform Single Stepping
- (c) Service NMI
- (d) Cause Breakpoint
- (e) Interrupt on overflow

Answer...

- (a) Indicate Divide Error
- (b) Perform Single Stepping
- (c) Service NMI
- (d) Cause Breakpoint
- (e) Interrupt on overflow**

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Q47) INTA (bar) is given in response to INTR...

- (a) For Handshaking
- (b) It's a Protocol
- (c) To obtain vector number
- (d) To Start DMA



Answer...

- (a) For Handshaking
- (b) It's a Protocol
- (c) To obtain vector number**
- (d) To Start DMA

**Important Type
of Question**

Video Reference: 8086 | **Interrupts**

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Q48) What is the trigger of NMI and INTR

- (a) NMI – Level Triggered, INTR - Edge
- (b) NMI – Edge Triggered, INTR - Level
- (c) NMI – Edge Triggered, INTR - Edge
- (d) NMI – Level Triggered, INTR - Level

Answer...

- (a) NMI – Level Triggered, INTR - Edge
- (b) NMI – Edge Triggered, INTR - Level**
- (c) NMI – Edge Triggered, INTR - Edge
- (d) NMI – Level Triggered, INTR - Level

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Q49) The First four locations of IVT contain

00000H = 45H 00001H = 23H

00002H = 00H 00003H = 10H

What is the ISR address of INT0?

- (a) 23450H
- (b) 00234H
- (c) 10004H
- (d) 12345H

Answer...

- (a) 23450H
- (b) 00234H
- (c) 10004H
- (d) 12345H**



**Important Type
of Question**

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Q50) INT 21H belongs to which section of IVT?

- (a) Dedicated
- (b) Reserved
- (c) User Defined
- (d) It is not in IVT



**Important Type
of Question**

Answer...

- (a) Dedicated
- (b) Reserved
- (c) User Defined**
- (d) It is not in IVT

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Q51) The size of IVT is...

- (a) 16 Bytes
- (b) 256 Bytes
- (c) 1 KB
- (d) 1 MB

Answer...

- (a) 16 Bytes
- (b) 256 Bytes
- (c) 1 KB**
- (d) 1 MB

Video Reference: 8086 | **Interrupts**

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Section 5

Peripherals: 8259, 8255, etc



Q52) 8259 is used to...

- (a) Increase the number of interrupts
- (b) Increase the power supply to interrupts
- (c) Perform DMA
- (d) Generate hardware delays

Answer...

- (a) **Increase the number of interrupts**
- (b) Increase the power supply to interrupts
- (c) Perform DMA
- (d) Generate hardware delays

Video Reference: 8086 | **8259 PIC**

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Q53) Cascaded 8259 gives max ___ interrupts

- (a) 9 interrupts
- (b) 18 interrupts
- (c) 64 interrupts
- (d) infinite interrupts

Answer...

- (a) 9 interrupts
- (b) 18 interrupts
- (c) 64 interrupts**
- (d) infinite interrupts

Video Reference: 8086 | **8259 PIC**

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Q54) EOI command in 8259 is given to...

- (a) Give control of the bus back to 8086
- (b) Change trigger of interrupts
- (c) Mask Interrupts
- (d) Clear corresponding bit in In Service Reg

Answer...

- (a) Give control of the bus back to 8086
- (b) Change trigger of interrupts
- (c) Mask Interrupts
- (d) Clear corresponding bit in In Service Reg**

Video Reference: 8086 | **8259 PIC**

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Q55) To give Poll Command we must give...

- (a) OCW1
- (b) OCW2
- (c) OCW3
- (d) OCW4

Answer...

- (a) OCW1
- (b) OCW2
- (c) OCW3**
- (d) OCW4



**Important Type
of Question**

Video Reference: 8086 | **8259 PIC | ICW and OCW**

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Q56) To enter/ exit SMM we must give...

- (a) OCW1
- (b) OCW2
- (c) OCW3
- (d) OCW4



Answer...

- (a) OCW1
- (b) OCW2
- (c) OCW3**
- (d) OCW4

**Important Type
of Question**

Video Reference: 8086 | **8259 PIC | ICW and OCW**

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Q57) To mask/ unmask interrupts we give...

- (a) OCW1
- (b) OCW2
- (c) OCW3
- (d) OCW4

Answer...

- (a) OCW1**
- (b) OCW2
- (c) OCW3
- (d) OCW4



**Important Type
of Question**

Video Reference: 8086 | **8259 PIC | ICW and OCW**

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Q58) To decide vector numbers we give...

- (a) ICW1
- (b) ICW2
- (c) ICW3
- (d) ICW4

Answer...

- (a) ICW1
- (b) ICW2**
- (c) ICW3
- (d) ICW4



**Important Type
of Question**

Video Reference: 8086 | **8259 PIC | ICW and OCW**

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Q59) To configure cascading we give...

- (a) ICW1
- (b) ICW2
- (c) ICW3
- (d) ICW4



Answer...

- (a) ICW1
- (b) ICW2
- (c) ICW3**
- (d) ICW4

**Important Type
of Question**

Video Reference: 8086 | **8259 PIC | ICW and OCW**

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Q60) 8255 is used for...

- (a) Increase the number of interrupts
- (b) Reliable data transfers by handshaking
- (c) Perform DMA
- (d) Generate hardware delays

Answer...

- (a) Increase the number of interrupts
- (b) Reliable data transfers by handshaking**
- (c) Perform DMA
- (d) Generate hardware delays

Video Reference: 8086 | **8255 PPI**

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Q61) 8255 BSR command is for...

- (a) Set and reset bits of Port A
- (b) Set and reset bits of Port A
- (c) Set and reset bits of Port C
- (d) No such command

Answer...

- (a) Set and reset bits of Port A
- (b) Set and reset bits of Port A
- (c) Set and reset bits of Port C**
- (d) No such command

Video Reference: 8086 | **8255 PPI**

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Q62) 8255 I/O command is for...

- (a) Decide mode and direction of ports
- (b) Give vector numbers
- (c) Decide priority of ports
- (d) Use alternate functions of ports

Answer...

- (a) Decide mode and direction of ports**
- (b) Give vector numbers
- (c) Decide priority of ports
- (d) Use alternate functions of ports

Video Reference: 8086 | **8255 PPI**

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Q63) 8255 Mode 0 is for...

- (a) Port A
- (b) Port B
- (c) Port C
- (d) All of the above



Answer...

- (a) Port A
- (b) Port B
- (c) Port C
- (d) All of the above**

**Important Type
of Question**

Video Reference: 8086 | **8255 PPI**

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Q64) 8255 Mode 1 is for...

- (a) Port A, B
- (b) Port B, C
- (c) Port A only
- (d) None of the above



Answer...

- (a) Port A, B**
- (b) Port B, C
- (c) Port A only
- (d) None of the above

**Important Type
of Question**

Video Reference: 8086 | **8255 PPI**

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Q65) 8255 Mode 2 is for...

- (a) Port A, B
- (b) Port B, C
- (c) Port A only
- (d) None of the above

Answer...

- (a) Port A, B
- (b) Port B, C
- (c) Port A only**
- (d) None of the above



**Important Type
of Question**

Video Reference: 8086 | **8255 PPI**

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Q66) Give BSR Command to Send 1 on PC3

- (a) 03H
- (b) 07H
- (c) 83H
- (d) 87H



Answer...

- (a) 03H
- (b) 07H**
- (c) 83H
- (d) 87H

**Important Type
of Question**

Video Reference: 8086 | **8255 PPI**

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Q67) Input handshake signals are...

- (a) STB, IBF, READY
- (b) OBF, ACK INTR
- (c) STB, IBF, HOLD
- (d) STB, IBF, INTR

Answer...

- (a) STB, IBF, READY
- (b) OBF, ACK INTR
- (c) STB, IBF, HOLD
- (d) STB, IBF, INTR**



**Important Type
of Question**

Video Reference: 8086 | **8255 PPI**

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Q68) Output handshake signals are...

- (a) STB, IBF, READY
- (b) OBF, ACK INTR
- (c) STB, IBF, HOLD
- (d) STB, IBF, INTR



Answer...

- (a) STB, IBF, READY
- (b) OBF, ACK INTR**
- (c) STB, IBF, HOLD
- (d) STB, IBF, INTR

**Important Type
of Question**

Video Reference: 8086 | **8255 PPI**

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Q69) 8237/8257 is used for...

- (a) Increase the number of interrupts
- (b) Reliable data transfers by handshaking
- (c) Perform DMA
- (d) Generate hardware delays

Answer...

- (a) Increase the number of interrupts
- (b) Reliable data transfers by handshaking
- (c) Perform DMA**
- (d) Generate hardware delays

Video Reference: 8086 | **8237/57 DMAC**

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Q70) 8237/8257 is how many channels...

- (a) 4 channels
- (b) 16 channels
- (c) 2 channels
- (d) 8 interrupts

Answer...

- (a) 4 channels**
- (b) 16 channels
- (c) 2 channels
- (d) 8 interrupts

Video Reference: 8086 | **8237/57 DMAC**

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Q71) 8253/ 8254 is used for...

- (a) Increase the number of interrupts
- (b) Reliable data transfers by handshaking
- (c) Perform DMA
- (d) Generate hardware delays

Answer...

- (a) Increase the number of interrupts
- (b) Reliable data transfers by handshaking
- (c) Perform DMA
- (d) Generate hardware delays**

Video Reference: 8086 | **8253/ 54 PIT**

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Q72) 8253/ 8254 has how many counters...

- (a) 4, 16-bit down counters
- (b) 2, 16-bit down counters
- (c) 3, 16-bit up counters
- (d) 3, 16-bit down counters
- (e) 4, 16-bit down counters

Answer...

- (a) 4, 16-bit down counters
- (b) 2, 16-bit down counters
- (c) 3, 16-bit up counters
- (d) 3, 16-bit down counters**
- (e) 4, 16-bit down counters

Video Reference: 8086 | **8253/ 54 PIT**

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Q73) 8253/ 8254 Mode 0 is called...

- (a) Interrupt on TC
- (b) Monostable Multivibrator
- (c) Rate Generator
- (d) Square Wave Generator
- (e) Software Triggered Strobe

Answer...

- (a) Interrupt on TC**
- (b) Monostable Multivibrator
- (c) Rate Generator
- (d) Square Wave Generator
- (e) Software Triggered Strobe

Video Reference: 8086 | **8253/ 54 PIT**

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Q74) 8253/ 8254 Mode 3 is called...

- (a) Interrupt on TC
- (b) Monostable Multivibrator
- (c) Rate Generator
- (d) Square Wave Generator
- (e) Software Triggered Strobe

Answer...

- (a) Interrupt on TC
- (b) Monostable Multivibrator
- (c) Rate Generator
- (d) Square Wave Generator**
- (e) Software Triggered Strobe

Video Reference: 8086 | **8253/ 54 PIT**

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Section 5

8086 Pins and Interfacing



Q75) Ready signal is used to...

- (a) Increase the number of interrupts
- (b) Synchronize with slow devices
- (c) Perform DMA
- (d) Generate hardware delays

Answer...

- (a) Increase the number of interrupts
- (b) Synchronize with slow devices**
- (c) Perform DMA
- (d) Generate hardware delays

Video Reference: 8086 | **Min Mode**

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Q76) Hold and HLDA are used to...

- (a) Increase the number of interrupts
- (b) Synchronize with slow devices
- (c) Perform DMA
- (d) Generate hardware delays

Answer...

- (a) Increase the number of interrupts
- (b) Synchronize with slow devices
- (c) Perform DMA**
- (d) Generate hardware delays

Video Reference: 8086 | **Min Mode**

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Q77) ALE is used to...

- (a) Increase the number of interrupts
- (b) Synchronize with slow devices
- (c) Perform DMA
- (d) Latch address from the multiplexed bus



**Important Type
of Question**

Answer...

- (a) Increase number of interrupts
- (b) Synchronize with slow devices
- (c) Perform DMA
- (d) Latch address from the multiplexed bus**

Video Reference: 8086 | **Min Mode**

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Q78) 8284 is used to...

- (a) Generate CLK, Reset, Ready
- (b) Latch Address
- (c) Decode Control Signals
- (d) None of the above

Answer...

- (a) Generate CLK, Reset, Ready**
- (b) Latch Address
- (c) Decode Control Signals
- (d) None of the above

Video Reference: 8086 | **Min Mode**

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Q79) 8288 is used in...

- (a) Only Min Mode
- (b) Only Max Mode
- (c) Both Min and Mode
- (d) It is not used



Answer...

- (a) Only Min Mode
- (b) Only Max Mode**
- (c) Both Min and Mode
- (d) It is not used

**Important Type
of Question**

Video Reference: 8086 | **Max Mode**

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Q80) One Machine cycle in 8086 has...

- (a) 1 T State
- (b) 2 T States
- (c) 3 T States
- (d) 4 T States



**Important Type
of Question**

Answer...

- (a) 1 T State
- (b) 2 T States
- (c) 3 T States
- (d) 4 T States**

Video Reference: 8086 | **Max Mode**

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Q81) Crystal frequency is divided by 3 to...

- (a) Generate 5 MHz
- (b) Convert to 33% duty cycle
- (c) Because there are 3 processors
- (d) None of the above



**Important Type
of Question**

Answer...

- (a) Generate 5 MHz
- (b) Convert to 33% duty cycle**
- (c) Because there are 3 processors
- (d) None of the above

Video Reference: 8086 | **Max Mode**

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Q82) Chip number 6264 is of size...

- (a) 64 bit
- (b) 64 KB
- (c) 8 KB
- (d) insufficient information



Answer...

Important Type

- (a) 64 bit
- (b) 64 KB
- (c) 8 KB**
- (d) insufficient information

Video Reference: 8086 | **Designing**

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Q83) (4K x 8) means...

- (a) 8 chips of 4B
- (b) 4KB
- (c) 32KB
- (d) Wrong notation



Answer...

- (a) 8 chips of 4B
- (b) 4KB**
- (c) 32KB
- (d) Wrong notation

Important Type

Video Reference: 8086 | **Designing**
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Q84) 8KB chip needs ...

- (a) 10 address lines
- (b) 11 address lines
- (c) 12 address lines
- (d) 13 address lines



Answer...

- (a) 10 address lines
- (b) 11 address lines
- (c) 12 address lines
- (d) 13 address lines**

Important Type

Video Reference: 8086 | **Designing**
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Q85) IN and OUT instructions are useful in...

- (a) I/O Mapped I/O
- (b) Memory Mapped I/O
- (c) Both of them
- (d) Invalid instructions



Answer...

Important Type

- (a) I/O Mapped I/O**
- (b) Memory Mapped I/O
- (c) Both of them
- (d) Invalid instructions

Video Reference: 8086 | **Designing**
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**Q86) What is mapped at RESET Vector address
FFFF0H?**

- (a) RAM
- (b) ROM
- (c) Doesn't matter
- (d) There is no such address



Answer...

Important Type

- (a) RAM
- (b) ROM**
- (c) Doesn't matter
- (d) There is no such address

Video Reference: 8085 | **Designing**
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Useful Links...

My Recommended
Reference books

8085 Microprocessor | Ramesh Gaonkar

Link: <https://amzn.to/2VtJTOz>

8086 Microprocessor | Douglas Hall

Link: <https://amzn.to/3lyFOTC>

8086 Microprocessor | Liu Gibson

Link: <https://amzn.to/36yFCzG>

8086 Microprocessor | Barry Brey

Link: <https://amzn.to/37czFc3>

8086 Microprocessor | Kenneth Ayala

Link: <https://amzn.to/33DJAFn>

8051 Microcontroller | Bharat Acharya

Link: <https://amzn.to/3obYQRs>

8051 Microcontroller | Mazidi

Link: <https://amzn.to/3lyKxVA>

COA | William Stallings

Link: <https://amzn.to/33CuQXb>

COA | John Hayes

Link: <https://amzn.to/2VujTIV>

COA | Tanenbaum

Link: <https://amzn.to/3mM8MRe>



Raspberry Pi Book | Raspberry Pi Made Easy
Link: <https://amzn.to/3acdDlI>

Raspberry Pi Board | Pi3-MODB-1GB Motherboard
Link: <https://amzn.to/3m9xzO5>

Arduino Book | 26 Basic Arduino Projects
Link: <https://amzn.to/3mgep9r>

Arduino Board | T9-NHXR-186H Uno R3
Link: <https://amzn.to/344cnCU>

English Speaking Book | Effortless English
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Link: <https://amzn.to/349cugB>

Personality Development | The Art of Public Speaking
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Aptitude Test | RS Aggarwal
Link: <https://amzn.to/2Waq4vO>

Motivational book | The 7 Habits of Highly Effective People
Link: <https://amzn.to/3ngomou>

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Contact Us

Call or WhatsApp: +919820408217

Email: bharatsir@hotmail.com

Website: <https://www.bharatacharyaeducation.com>

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