**Andrew Won**

**2.1.5 Review**

1. Control Unit, Arithmetic Logical Unit, registers, and the clock

2. Data bus, Address bus, Control bus

3. Machine access takes more machine cycles because it is located outside the CPU and responds more slowly to the access request. Register access is faster because it is hard-wired inside the CPU.

4. Fetch, decode, execute

5. fetch operands and store operands

**2.4.3 Review**

5. Handles external interrupts from hardware devices, such as the keyboard, system clock, and disk drives. These devices interrupt the CPU and make it process their requests immediately

**2.5.2 Review**

1. Application program level is the most universal and portable

3. New devices of today have features which the BIOS, when written, has not anticipated during its creation

4. The BIOS level exists between the operating and the video controller card

5. The BIOS remains the same for a computer running MS-Windows and another one running Linux

**2.8 Review**

7. Floating point unit or math coprocessor

8. 80 bits

9. True

10. False

12. False

19. False

20. False

25.

Level 0-Hardware

Level 1-BIOS

Level 2-Operating System

26. Allows the computer to convert digital data into sound