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MIDTERM EXAMINATION

Spring 2010

CS501- Advance Computer Architecture (Session - 5)

Time: 60 min

Marks: 38

Question No: 1 (Marks: 1) - Please choose one

What is the instruction length of the SRC processor?

- ▶ 8 bits
- ▶ 16 bits
- ▶ 32 bits
- ▶ 64 bits

Question No: 2 (Marks: 1) - Please choose one

Which one of the following is the memory organization of **FALCON-E** processor?

- ▶ $2^8 * 8$ bits
- ▶ $2^{16} * 8$ bits
- ▶ $2^{32} * 8$ bits
- ▶ $2^{64} * 8$ bits

Question No: 3 (Marks: 1) - Please choose one

"If $P = 1$, then load the contents of register R1 into register R2".

This statement can be written in RTL as

- ▶ $R1 \rightarrow R2$
- ▶ $P: R1 \rightarrow R2$
- ▶ $P: R2 \rightarrow R1$
- ▶ $P: R2 \rightarrow R1, \quad P: R1 \rightarrow R2$

Question No: 4 (Marks: 1) - Please choose one

The instruction -----will **load** the register R3 with the contents of the memory location M [PC+56]

- ▶ Add R3, 56
- ▶ $\text{lar } R3, 56$
- ▶ $\text{ldr } R3, 56$
- ▶ $\text{str } R3, 56$

Question No: 5 (Marks: 1) - Please choose one

-----are faster than cache memory

- ▶ Accumulator register
- ▶ CPU registers
- ▶ I/O devices
- ▶ ROM

Question No: 6 (Marks: 1) - Please choose one

$P: R3 \rightarrow R5$

$MAR \rightarrow IR$

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These two are instructions written using RTL .If these two operations is to occur simultaneously then which symbol will we use to separate them so that it becomes a correct statement with the condition that two operations occur simultaneously?

- ▶ Arrow →
- ▶ Colon :
- ▶ Comma ,
- ▶ Parentheses ()

Question No: 7 (Marks: 1) - Please choose one

Prefetching can be considered a primitive form of-----

- ▶ Pipelining
- ▶ Multi-processing
- ▶ Self-execution
- ▶ Exception

Question No: 8 (Marks: 1) - Please choose one

The processor must have a way of saving information about its state or context so that it can be restored upon return from the -----

- ▶ Exception
- ▶ Function
- ▶ Stack
- ▶ Thread

Question No: 9 (Marks: 1) - Please choose one

Which one of the following circuit design levels is called the gate level

- ▶ Logic Design Level
- ▶ Circuit Level
- ▶ Mask Level
- ▶ None of the given

Question No: 10 (Marks: 1) - Please choose one

_____ enable the input to the PC for receiving a value that is currently on the internal processor bus.

- ▶ LPC
- ▶ INC4
- ▶ LC
- ▶ Cout

Question No: 11 (Marks: 1) - Please choose one

_____ operation is required to change the processor's state to a known, defined value.

- ▶ Change
- ▶ Reset
- ▶ Update
- ▶ None of the given

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Question No: 12 (Marks: 1) - Please choose one

There are _____ types of reset operations in SRC

- ▶ Two
- ▶ Three
- ▶ Four
- ▶ Five

Question No: 13 (Marks: 1) - Please choose one

_____ controller controls the sequence of the flow of microinstructions.

- ▶ Multiplexer
- ▶ Microprogram
- ▶ ALU
- ▶ None of the given

Question No: 14 (Marks: 1) - Please choose one

FALCON-A processor bus has 16 lines or is 16-bits wide while that of SRC is _____ wide.

- ▶ 8-bits
- ▶ 24-bits
- ▶ 32-bits
- ▶ 64-bits

Question No: 15 (Marks: 1) - Please choose one

Which of the following statement(s) is/are correct about Reduced Instruction Set Computer (RISC) architectures.

- (i) The typical RISC machine instruction set is small, and is usually a subset of a CISC instruction set.
 - (ii) No arithmetic or logical instruction can refer to the memory directly.
 - (iii) A comparatively large number of user registers are available.
 - (iv) Instructions can be easily decoded through hard-wired control units.
- ▶ (i) and (iii) only
 - ▶ (i), (iii) and (iv)
 - ▶ (i), (ii) and (iii) only
 - ▶ (i), (ii), (iii) and (iv)

Question No: 16 (Marks: 1) - Please choose one

Which one of the following register holds the instruction that is being executed?

- ▶ Accumulator
- ▶ Address Mask
- ▶ Instruction Register
- ▶ Program Counter

Question No: 17 (Marks: 2)

Write the following statement of an Arithmetic Instruction using RTL.

If op-code is 0, the instruction is 'add'. The values in register rb and rc are added and the result is stored in register rc

Question No: 18 (Marks: 2)

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Given below are the various fields of an SRC instruction register.

- a) operation code field : **op<4..0>**
- b) target register field : **ra<4..0>**
- c) operand, address index, or branch target register : **rb<4..0>**
- d) second operand, conditional test, or shift count register: **rc<4..0>**

Rewrite these various fields of an SRC instruction, using the **RTL**.

Question No: 19 (Marks: 2)

How can you define microprogram?

Question No: 20 (Marks: 3)
What is the role of timing step generator in a processor?

Question No: 21 (Marks: 3)

What is the utility of reset operation and when it is required?

Question No: 22 (Marks: 5)

Write the **Structural RTL description for un-conditional jump instruction for uni-bus data path implementation.**

jump [ra+c2]

Question No: 23 (Marks: 5)

What function is performed by the reset operation of a processor? What are the two types of reset operations?

2nd paper

There were 23 questions 1-14 are mcqs others are questions

Q : DEFINE HARD RESET AND SOFT RESET OPERATIONS IN SRC

Q : Write two pipelining problem and define them briefly.

Q : What information is provided by the addressing modes of some processors?

Q : eLEBORATE PRE-FATCHING CONCEPT?

Q : Write RTL functions and there was a rb +rc instruction.

Q : how we speed-up a computer?

Q : Write execution time of an instruction(there was a description too)

Q : Types of instructions

Q : How you represent register data field?

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CS501_MID_2006_PAPER

CS501-Advance Computer Architecture

Midterm Special 2006

_____all memory systems are dumb, in that they respond to only two commands: read or write

Virtually

Logically

Physically

None of These

Q 2

Consider two programs having three types of instructions given as follows:

[10]

Number of

Data transfer instructions

Control instructions

ALSU instructions

Program 1

736

Program 2

12

53

Instructions Type

Control

ALSU

Data Transfer

CPI

534

Compare both the programs for the following parameters:

1. Instruction count (IC)

2. Speed of execution (ET)

Q 3: To access an operand in memory, the CPU must first generate an address, which it then

issues to the _____

MEMORY

REGISTER

DATA BUS

ALL OF ABOVE

Q 4: _____ or Branch instructions affect the order in which instructions are performed,

or control the flow of the program Control

DATA MOVMENT

Arithmetic

LOGICAL

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Q5: **Reverse assemble the following SRC machine language instructions: [10]**
68C2003A h

Q6

An instruction that specifies one operand in memory and one operand in a register would

be known as a _____ address instruction.

2-1/2

1-1/2

Q2

Q7

The data movement instructions _____ data within the machine and to or from input/output devices

Store

LOAD

MOVE

NONE OF ABOVE.

Q8: **Write short answers to the following questions: [3 x 5]**

a. What is the advantage of a linker in the development of assembly language programs?

Solution:-

The linker:

When developing large programs, different people working at the same time can develop separate modules of functionality. These modules can then be 'linked' to form a single module that can be loaded and executed. The modularity of programs, that the linking step in assembly language makes possible, provides the same convenience as it does in higher-level languages; namely abstraction and separation of concerns. Once the functionality of a module has been verified for correctness, it can be re-used in any number of other modules. The programmer can focus on other parts of the program. This is the so-called "modular" approach, or the "top-down" approach.

b. Define term "Single stepping".

Solution:-

Single stepping:

Single stepping and breakpoints that allow the examination of the status of the program and registers at desired points during execution.

c. Define term "Type checking".

Solution:-

Type Checking:-

High-level languages provide various primitive data types, such as integer, Boolean and a string, that a programmer can use. Type checking provides for the verification of proper usage of these data types. It allows the compiler to determine memory requirements for variables and helping in the detection of bad programming practices.

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On the other hand, there is generally no provision for type checking at the machine level, and hence, no provision for type checking in assembly language. The machine only sees strings of bits. Instructions interpret the strings as a type, and it is usually limited to signed or unsigned integers and floating point numbers. A given 32-bit word might be an instruction, an integer, a floating-point number, or 4 ASCII characters. It is the task of the compiler writer to determine how high-level language data types will be implemented using the data types available at the machine level, and how type checking will be implemented.

d. Define term "Instruction set".

Solution:-

Instruction Set

A collection of all possible machine language commands that a computer can understand and execute is called its instruction set. Every processor has its own unique instruction set. Therefore, programs written for one processor will generally not run on another processor. This is quite unlike programs written in higher-level languages, which may be portable. Assembly/machine languages are generally unique to the processors on which they are run, because of the differences in computer architecture.

Three ways to list instructions in an instruction set of a computer:

- by function categories
- by an alphabetic ordering of mnemonics
- by an ascending order of op-codes

e. Why computer logic design is different from classical logic design?

Solution:-

Classical logic design versus computer logic design:

The traditional sequential circuit design techniques for a finite state machine are not very practical when it comes to the design of a computer, in spite of the fact that a computer is a finite state machine. The reason is that employing these techniques is much too complex as the computer can assume hundreds of states.

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CS304 Final Term Current Paper (Feb 2011)

40 objectives

which two basic containers are first container?

what is interface give two real life examples?

what is aggregation give example?

what is pure virtual function why and when should we use them?

What is an abstract class?

give three main properties of containers for generic algorithm?

what is exception list? explain with example

allocate an error in the following code?[2 marks]

allocate an error in the following code?[3 marks]

allocate an error in the following code?[5 marks]

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FINAL TERM EXAMINATION

Spring 2010

CS304- Object Oriented Programming (Session - 3)

Time: 90 min

Marks: 58

Question No: 1 (Marks: 1) - Please choose one

Which one of

the following terms must relate to **polymorphism**?

- ▶ Static allocation
- ▶ Static typing
- ▶ Dynamic binding
- ▶ Dynamic allocation

Question No: 2 (Marks: 1) - Please choose one

Which of the

following causes run time binding?

- ▶ Declaring object of abstract class
- ▶ Declaring pointer of abstract class
- ▶ Declaring overridden methods as non-virtual
- ▶ None of the given

Question No: 3 (Marks: 1) - Please choose one

Which of the

following is the best approach if it is required to have more than one functions having exactly same functionality and implemented on different data types?

- ▶ Templates
- ▶ Overloading
- ▶ Data hiding
- ▶ Encapsulation

Question No: 4 (Marks: 1) - Please choose one

Which of the

following is the best approach to implement generic algorithms with minimum number of coding lines?

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- ▶ Templates
- ▶ Overloading
- ▶ Overriding
- ▶ Friend function/class

Question No: 5 (Marks: 1) - Please choose one

Like template functions, a class template may not handle all the types successfully.

- ▶ True
- ▶ False

Question No: 6 (Marks: 1) - Please choose one

A class template may inherit from another class template.

- ▶ True
- ▶ False

Question No: 7 (Marks: 1) - Please choose one

Assume a

class Derv that is privately derived from class Base. An object of class Derv located in main() can access

- ▶ public members of Derv.
- ▶ protected members of Derv.
- ▶ private members of Derv.
- ▶ protected members of Base.

Question No: 8 (Marks: 1) - Please choose one

A copy constructor is invoked when

- ▶ a function do not returns by value.
- ▶ an argument is passed by value.
- ▶ a function returns by reference.
- ▶ an argument is passed by reference.

Question No: 9 (Marks: 1) - Please choose one

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Each try block

can have _____ no. of catch blocks.

- ▶ 1
- ▶ 2
- ▶ 3
- ▶ As many as necessary.

Question No: 10 (Marks: 1) - Please choose one

DocElement

```
{
public:
virtual void Print() { cout << "Generic element"; }
};
class Heading : public DocElement
{
public:
void Print() { cout << "Heading element"; }
};
class Paragraph : public DocElement
{
public:
void Print() { cout << "Paragraph element"; }
};
void main()
{
DocElement * p = new Paragraph();
p->Print();
}
```

When you run this program, it will print out a single line to the console output.

What will be in that line?<http://vusolutions.blogspot.com/>

Select one correct answer from the following list:

- ▶ Generic element
- ▶ Heading element
- ▶ Paragraph element
- ▶ Nothing will be printed.

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Question No: 11 (Marks: 1) - Please choose one

Suppose we have two derived classes from a single class, can we write a method with same name in both these derived classes ? Choose the best option.

- ▶ No
- ▶ Only if the two classes have the same name
- ▶ Only if the main program does not declare both kinds
- ▶ Yes

Question No: 12 (Marks: 1) - Please choose one

When a virtual function is called by referencing a specific object by name and using the dot member selection operator (e.g., squareObject.draw()), the reference is resolved at compile time.

- ▶ True
- ▶ False

Question No: 13 (Marks: 1) - Please choose one

Considering the resolution order in which compiler search for functions in a program; the first priority is given to,

- ▶ general template
- ▶ partial specialization
- ▶ complete specialization
- ▶ ordinary function

Question No: 14 (Marks: 1) - Please choose one

Vectors

contain contiguous elements stored as a[an] ____.

- ▶ variable
- ▶ array
- ▶ function
- ▶ datatype

Question No: 15 (Marks: 1) - Please choose one

By default the vector data items are initialized to ____

- ▶ 0
- ▶ 0.0

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- ▶ 1
- ▶ null

Question No: 16 (Marks: 1) - Please choose one

One purpose of an iterator in the STL is to connect algorithms and containers.

- ▶ True
- ▶ False

Question No: 17 (Marks: 1) - Please choose one

Algorithms can only be implemented using STL containers.

- ▶ True
- ▶ False

Question No: 18 (Marks: 1) - Please choose one

In _____, a base class can be replaced by its derived class,

- ▶ Sub-typing
- ▶ Super-typing
- ▶ Multiple-typing
- ▶ Restricted-typing

Question No: 19 (Marks: 1) - Please choose one

this pointer does not point to current object of any class,

- ▶ True
- ▶ False

Question No: 20 (Marks: 1) - Please choose one

Which of the following operator(s) take(s) one or no argument if overloaded?

- ▶ ++
- ▶ -
- ▶ +
- ▶ All of the given

Question No: 21 (Marks: 1) - Please choose one

Which of the following operators can not be overloaded?

- ▶ Scope resolution operator (::)

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- ▶ Insertion operator (<<)
- ▶ Extraction operator (>>)
- ▶ The relation operator (>)

Question No: 22 (Marks: 1) - Please choose one

The type that is used to declare a reference or pointer is called its -----

- ▶ default type
- ▶ static type
- ▶ abstract type
- ▶ reference type

Question No: 23 (Marks: 1) - Please choose one

members are somewhere between public and private members. They are used in inheritance

- ▶ protected
- ▶ public
- ▶ private
- ▶ global

Question No: 24 (Marks: 1) - Please choose one

Which of these are examples of error handling techniques ?

- ▶
- ▶ Graceful Termination
- ▶ Return the illegal
- ▶ all of the given

Question No: 25 (Marks: 1) - Please choose one

_____ is a relationship

- ▶ Inheritance
- ▶ Polymorphism
- ▶ abstraction
- ▶ encapsulation

Question No: 26 (Marks: 1) - Please choose one

Graphical representation of the classes and objects is called object model it shows -----

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- ▶ Class Name only
- ▶ Class Name and attributes
- ▶ Relationships of the objects and classes
- ▶ all of the given

Question No: 27 (Marks: 2)

Describe the

way to declare a template function as a friend of any class.
<http://vusolutions.blogspot.com/>

Question No: 28 (Marks: 2)

Give the

names of any two types of template.

Question No: 29 (Marks: 2)

Explain the

statement below,
vector ivec(4, 3);

Question No: 30 (Marks: 2)

Q. Enlist the kinds of association w.r.t Cardinality (3)

Question No: 31 (Marks: 3)

Give three advantages that Iterators provide over Cursors.

Question No: 32 (Marks: 3)

Give the differences between virtual inheritance and multiple inheritance.

Question No: 33 (Marks: 3)

If we declare a function as friend of a template class will it be a friend for a particular data type or for all data types of that class.

Question No: 34 (Marks: 5)

See the 5 code snippets below and tell whether these are correct or incorrect also justify your answers in the table given at the end.
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Snippet No.1

```
template<>
class A {
```

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```
} ;
```

```
template<>
```

```
class B : public A<>
```

```
{ ... }
```

Snippet No.2

```
template< >
```

```
class B<> : public A<>
```

```
{ ... }
```

Snippet No.3

```
class B : public A<>
```

```
{ ... }
```

Snippet No.4

```
template< >
```

```
class B<> : public A
```

```
{ ... };
```

Snippet No.5

```
template<>
```

```
class B : public A<>
```

```
{ ... }
```

Table:

Snippet No.	Is it correct or not (Correct/Incorrect)	Justification of your answer
1	http://vusolutions.blogspot.com/	
2		
3		
4		
5		

Question No: 35 (Marks: 5)

What

is the output produced by the following program?

```
#include
```

```
void sample_function(double test) throw (int);
```

```
int main()
```

```
{
```

```
try
```

```
{
```

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```
cout << "Trying.\n";
sample_function(98.6);
cout << "Trying after call.\n";
}
catch(int)
{
cout << "Catching.\n";
}
cout << "End program.\n";
return 0;
}
void sample_function(double test) throw (int)
{
cout << "Starting sample_function.\n";
if(test < >
throw 42;
}
```

Question No: 36 (Marks: 5)

Suppose the

base class and the derived class each have a member function with the same signature. When you have a pointer to a base class object and call a function member through the pointer, discuss what determines which function is actually called, the base class member function or the derived-class function.

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