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**2.1.5 Section Review**

1. The cpu contains registers , a high-frequency clock, a control unit, and an arithmetic logic unit.

2. The cpu is connected to the rest of the computer through the Data / I/O bus, the control bus, and the address bus.

3. Memory access takes more machine cycles than register access because reading values from memory involves four steps.

4. Fetch, decode, and execute.

5. Cpu fetches operands from registers and memory. CPU stores the result of its execution in the operand.

**2.4.3 Review**

5. The 8259A PIC controller handles external interrupts from hardware devices like the keyboard, system clock, and disk drives in a typical x86 computer.

**2.5.2 Review**

1. Level 3, the application program level.

3. device drivers are necessary because it would be nearly impossible for multiple programs to run simultaneously.

4. The bios level.

5. The bios would run the same on both systems.

**2.8 Review**

7. floating-point unit.

8. 80.

9. true.

10. false.

12. false.

19. false.

20. false.

25. all levels.

26. Because game programs try to take advantage of the latest features in specialized sound cards.