

Started on	Wednesday, 28 April 2021, 4:00 PM
State	Finished
Completed on	Wednesday, 28 April 2021, 4:09 PM
Time taken	9 mins 45 secs
Grade	6.00 out of 10.00 (60%)

Question **1**

Correct

Mark 1.00 out of 1.00

Where does the SW instruction write the result?

Select one:

- ☐ a. Register File
- ☐ b. Instruction Memory
- ☒ c. Data Memory ✓

Your answer is correct.

Question **2**

Incorrect

Mark 0.00 out of 1.00

The MemWrite control signal is '1' only for load word instructions.

Select one:

- ☒ True ✗
- ☐ False

Question **3**

Correct

Mark 1.00 out of 1.00

For R-type instructions, the rt field is the write address of the register file.

Select one:

- ☐ True
- ☒ False ✓

Question **4**

Correct

Mark 1.00 out of 1.00

The MemToReg signal is '1' only for store word instructions.

Select one:

- ☐ True
- ☒ False ✓

Question **5**

Incorrect

Mark 0.00 out of 1.00

For I-type instructions, the rt field is the write address of the register file.

Select one:

- ☐ True
- ☒ False ✗

Question **6**

Incorrect

Mark 0.00 out of 1.00

Where is the result of the BEQ instruction written?

Select one:

- ☐ a. Instruction Memory
- ☐ b. Program Counter
- ☒ c. ALU **✖**
- ☐ d. Data Memory
- ☐ e. Register File

Your answer is incorrect.

Question **7**

Correct

Mark 1.00 out of 1.00

The RegDst signal is '1' only for R-type instructions.

Select one:

- ☒ True **✔**
- ☐ False

Question **8**

Correct

Mark 1.00 out of 1.00

The function field is used to identify the operations that happen in the:

Select one:

- ☐ a. Register File
- ☒ b. ALU, only for R-type instructions **✔**
- ☐ c. ALU, only for R-type and I-type instructions
- ☐ d. ALU, only for **branches**
- ☐ e. ALU, only for R-type, I-type and J-type instructions

Your answer is correct.

Question **9**

Correct

Mark 1.00 out of 1.00

The RegDst signal is '1' only for I-type instructions.

Select one:

- ☐ True
- ☒ False **✔**

Question **10**

Incorrect

Mark 0.00 out of 1.00

The **branch** equal instruction computes the address of the next instruction in the ALU.

Select one:

- ☒ True **✖**
- ☐ False