



Student Name:.....

Roll No:.....

Program: BIT

FM : 20

Subject: BCA

PM : 10

Level: BIT 1st Semester (1st Batch)

Time: 1 hrs.

Attempt All Questions (Group A)

MCQ (1x10=10)

1. Floating point representation is used to store
 - a. Boolean Values
 - b. Whole Numbers
 - c. Real Integers
 - d. Integers
2. Assembly language
 - a. uses alphabetic codes in place of binary numbers used in machine language
 - b. is the easiest language to write programs
 - c. need not to be translated into machine language
 - d. None of these
3. ALU Makes the use of To store the intermediate results.
 - a. Accumulator
 - b. Registers
 - c. Main Memory
 - d. Stacks
4. In computer subtraction is normally carried out by
 - a. 9's Complement
 - b. 10's Complement
 - c. 1's Complement
 - d. 2's Complement
5. What characteristics of RAM memory does not make it suitable for permanent storage?
 - a. Too slow
 - b. Unreliable
 - c. Volatile
 - d. Too bulky
6. A stack organized computer uses instruction of
 - a. Direct Addressing
 - b. Index addressing
 - c. Three Addressing
 - d. Zero Addressing
7. register holds the address of the next instruction to be executed
 - a. Accumulator
 - b. Instruction Register
 - c. Program Counter
 - d. Address register
8. A group of bits that tell the computer to perform a specific operation is known as
 - a. Micro-operation
 - b. Instruction code
 - c. Accumulator
 - d. Register
9. 3 bit binary number can be represented by
 - a. Binary Number
 - b. Decimal Number
 - c. Octal Number
 - d. Hexadecimal number
10. CPU does not perform the operation
 - a. Data transfer
 - b. Logic Operation
 - c. Arithmetic Operation
 - d. All of above

Short Answer Questions: (Group B)

SET 'A'

Answer Any Two Questions (5x2=10)

1. What do you mean by stack? Explain the register stack organization in detail.
2. Define CPU. Explain the structural components of CPU in brief.
3. Explain the term Computer architecture? Describe the history of computer based on mechanical era.

THE END



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Attempt All Questions (Group A)

MCQ (1x10=10)

- Floating point representation is used to store
 - Boolean Values
 - Whole Numbers
 - Real Integers
 - Integers
- Assembly language
 - uses alphabetic codes in place of binary numbers used in machine language
 - is the easiest language to write programs
 - need not to be translated into machine language
 - None of these
- ALU Makes the use of To store the intermediate results.
 - Accumulator
 - Registers
 - Main Memory
 - Stacks
- In computer subtraction is normally carried out by
 - 9's Complement
 - 10's Complement
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- What characteristics of RAM memory does not make it suitable for permanent storage?
 - Too slow
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- A stack organized computer uses instruction of
 - Direct Addressing
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- register holds the address of the next instruction to be executed
 - Accumulator
 - Instruction Register
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- A group of bits that tell the computer to perform a specific operation is known as
 - Micro-operation
 - Instruction code
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 - Register
- 3 bit binary number can be represented by
 - Binary Number
 - Decimal Number
 - Octal Number
 - Hexadecimal number
- CPU does not perform the operation
 - Data transfer
 - Logic Operation
 - Arithmetic Operation
 - All of above

Short Answer Questions (Group B):

SET 'B'

Answer Any Two Questions (5x2=10)

- Explain the term Computer organization? Describe the history of computer based on electronic era.
- What do you mean by term push and pop operation in stack? Explain the memory stack organization in detail.
- Define the term Instruction format. Explain three address instruction format with example.

THE END