

Daily Practice Problems: Basics of CO







- Which of the following is included in the architecture of computer?
 - 1.Addressing Modes, Design of CPU
 - 2.Instruction Set, Data Format
 - 3. Secondary Memory, Operating System
 - (A) 1 and 2 (B) 2 and 3
 - (C) 1 and 3 (D) 1, 2 and 3





Consider the following statements:

- 1. A computer will have a multiply instruction
- 2. Multiply instruction will be implemented by a special multiply unit.
- Which of the following is correct?
- (a) Both 1 and 2 are not architectural design issues.
- (b) Both 1 and 2 are not organizational issues.
- (c) 1 is an architectural design issue while
 - 2 is an organizational issue.
- (d) 1 is an organizational issue while
 - 2 is an architectural design issue.





Which of the following are the data formats for CPU design?

- 1. 1's complement
- 2. Signed-magnitude
- 3. ASCII
- 4. Unicode
- a) 1, 2 and 3 only
- b) 1, 3 and 4 only
- c) 2, 3 and 4 only
- d) all





Which of the following is the reason to include the data format in Computer Organization?

- a) Because it specifies that how CPU should interpret the data
- b) Because it specifies the type of arithmetic operation
- c) Because it is the part of Instruction
- d) None





Which of the following statement is not wrong?

- a) Harvard architecture was invented to solve the problem in Princeton Architecture
- b) Princeton architecture was invented to solve the problem in Harvard Architecture
- c) Both were invented simultaneously
- d) Princeton architecture proposed the idea of having 2 memories in the system.





The problem Von-Neumann bottleneck causes to CPU is?

- a) Slower memory access
- b) Cost of system increases
- c) Limited Throughput
- d) All





Consider a system which contains a single DRAM chip. If a CPU has a cycle time of 5usec then the maximum rate at which CPU can initiate memory requests is?

- a) 10^6 /Sec
- b) $200 * 10^3 / sec$
- c) $5 * 10^3 / sec$
- d) None





Flag register values are used for?

- a) Condition evaluation
- b) Error Correction
- c) To store result of ALU
- d) A and B both







Which of the following architecture will allow ALU to take the input operands only from registers?

- 1. AC- based Architecture
- 2. Register Based Architecture
- 3. Stack Based Architecture
- a) Only 2
- b) 1 and 2 both
- c) 2 and 3 both
- d) All 1, 2 and 3





Which of the following 2 registers are used to access the memory?

- a) Instruction Register and Program counter
- b) Address Register and Program counter
- c) Program counter and Stack Pointer
- d) Address register and data register





Which is not a CPU architecture?

- a) Single Accumulator architecture
- b) General Register architecture
- c) Base Register architecture
- d) Stack architecture





Which is the following is true about PC?

- a) It is a register
- b) It is a cell in ROM
- c) During execution of instruction its value remains constant always.
- d) None







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Happy Learning.!





