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**Started on** Monday, 21 October 2024, 12:44 PM

**State** Finished

**Completed on** Monday, 21 October 2024, 12:45 PM

**Time taken** 53 secs

**Grade** 2.00 out of 15.00 (13%)

Question 1

Correct

Mark 1.00 out of 1.00

Which flag indicates a carry out from the most significant bit in the 8086?

- ☐ a. Sign Flag (SF)
- ☐ b. Zero Flag (ZF)
- ☒ c. Carry Flag (CF) ✓
- ☐ d. Parity Flag (PF)

The correct answer is: Carry Flag (CF)

Question 2

Correct

Mark 1.00 out of 1.00

Which addressing mode uses a register to hold the effective address in 8086?

- ☒ a. Register Addressing ✓
- ☐ b. Indexed Addressing
- ☐ c. Immediate Addressing
- ☐ d. Direct Addressing

The correct answer is: Register Addressing

## Question 3

Not answered

Marked out of 1.00

What is the role of the base pointer (BP) register in the 8086?

- ☐ a. Holds the address of the next instruction
- ☐ b. Stores the size of data
- ☐ c. Points to the base of the current stack frame
- ☐ d. Holds the interrupt vector

The correct answer is: Points to the base of the current stack frame

## Question 4

Not answered

Marked out of 1.00

What is the function of the "CALL" instruction in 8086?

- ☐ a. To return from a subroutine
- ☐ b. To compare two values
- ☐ c. To call a subroutine
- ☐ d. To jump to a specific address

The correct answer is: To call a subroutine

## Question 5

Not answered

Marked out of 1.00

What is the maximum number of segments the 8086 can address?

- ☐ a. 256
- ☐ b. 64K
- ☐ c. 16
- ☐ d. 4096

The correct answer is: 64K

## Question 6

Not answered

Marked out of 1.00

How many bits does the 8086 processor use for the opcode?

- ☐ a. 8 bits
- ☐ b. 32 bits
- ☐ c. 64 bits
- ☐ d. 16 bits

The correct answer is: 16 bits

## Question 7

Not answered

Marked out of 1.00

What is the role of the segment registers in the 8086?

- ☐ a. To segment the memory
- ☐ b. To perform calculations
- ☐ c. To store addresses of instructions
- ☐ d. To hold data

The correct answer is: To segment the memory

## Question 8

Not answered

Marked out of 1.00

In the 8086, how many general-purpose registers are available?

- ☐ a. 16
- ☐ b. 8
- ☐ c. 4
- ☐ d. 32

The correct answer is: 8

## Question 9

Not answered

Marked out of 1.00

Which flag in the 8086 indicates an overflow in arithmetic operations?

- ☐ a. Carry Flag (CF)
- ☐ b. Overflow Flag (OF)
- ☐ c. Sign Flag (SF)
- ☐ d. Zero Flag (ZF)

The correct answer is: Overflow Flag (OF)

## Question 10

Not answered

Marked out of 1.00

What type of architecture does the 8086 microprocessor use?

- ☐ a. VLIW
- ☐ b. CISC
- ☐ c. RISC
- ☐ d. SIMD

The correct answer is: CISC

## Question 11

Not answered

Marked out of 1.00

What is the purpose of the PUSH instruction in 8086?

- ☐ a. To add data to the stack
- ☐ b. To compare two values
- ☐ c. To store a return address
- ☐ d. To retrieve data from memory

The correct answer is: To add data to the stack

## Question 12

Not answered

Marked out of 1.00

Which register is used for counting loops in the 8086?

- ☐ a. DX
- ☐ b. BX
- ☐ c. CX
- ☐ d. AX

The correct answer is: CX

## Question 13

Not answered

Marked out of 1.00

Which interrupt vector table does the 8086 use?

- ☐ a. 32-byte table
- ☐ b. 256-byte table
- ☐ c. 64-byte table
- ☐ d. 128-byte table

The correct answer is: 256-byte table

## Question 14

Not answered

Marked out of 1.00

How many address lines does the 8086 microprocessor have?

- ☐ a. 16
- ☐ b. 32
- ☐ c. 20
- ☐ d. 24

The correct answer is: 20

## Question 15

Not answered

Marked out of 1.00

What is the size of each segment in the 8086 memory model?

- ☐ a. 64 KB
- ☐ b. 1 MB
- ☐ c. 128 KB
- ☐ d. 256 KB

The correct answer is: 64 KB

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