**Studytonight – CAO test 3 – Aditya Jain**

1. **Unit is used for allocating dynamic objects which do not adhere to stack discipline is**
2. Queue
3. Stack
4. **Heap**
5. Banks
6. **Specified telling that what addressing mode will be used for accessing operand, is called**
7. **Address specified**
8. Binary-coded decimal
9. Unpacking
10. Packed decimal
11. **Register allocation algorithms are particularly based on technique, named as**
12. Low-level optimizations
13. High-level optimizations
14. Phase-ordering problem
15. **Graph coloring**
16. **Optimization: finding two examples of an expression, computing same value and saving value of 1st computation in a temporary variable, is referred as**
17. **Global common sub-expression elimination**
18. Global sub-expression elimination
19. Global elimination
20. Sub-expression elimination
21. **Length of 80x86 instructions can vary between**
22. 1 to 10 bytes
23. 2 to 8 bytes
24. 2 to 17 bytes
25. **1 to 17 bytes**
26. **Optimization, known as basic block, by compiler people is**
27. Global common sub-expression elimination
28. High-level optimizations
29. **Local optimizations**
30. Global optimizations
31. **Procedure when call procedure that has been called, saving registers it wants for using, when caller has been left unrestrained, is known as**
32. Caller saving
33. Calls
34. **Callee saving**
35. Jumps
36. **Replacing instances of a variable, to which a constant is assigned with constant, is referred as**
    1. Global common sub-expression elimination
    2. Stack height reduction
    3. Heap
    4. **Constant propagation**
37. **When call procedure saving registers which it wants to be preserved to access even after call, is referred to as**
    1. **Caller saving**
    2. Callee saving
    3. Calls
    4. Jumps
38. **One that is used to allocate local variables is**
39. Queue
40. **Stack**
41. Registers
42. Banks
43. **Vector architectures are operated on vectors of**
44. Memory
45. **Data**
46. Registers
47. Graph coloring
48. **Graph coloring gives best results, when there are at-least**
49. **16 general-purpose registers**
50. 24 general-purpose registers
51. 32 general-purpose registers
52. 64 general-purpose registers
53. **Compilers usually chooses which procedure calls has to be expanded inline before knowing size of procedure, that is being called, stated problem is known as**
54. Caller saving
55. Callee saving
56. **Phase-ordering problem**
57. All above
58. **Operation is normally specified in one field, known as**
    1. Operand
    2. **Opcode**
    3. Operation
    4. Instruction count
59. **Optimizations on sources with output leading to later optimization passes are known as**
    1. Low-level optimizations
    2. **High-level optimizations**
    3. Local optimizations
    4. Global optimizations