

Basic Physics (~70 MCQ)

1. Coulomb's law defines the force between:
 - a) Two moving charges
 - b) Two point charges at rest ✓
 - c) A charge and a magnetic field
 - d) A current-carrying wire and a charge
2. The SI unit of electric flux is:
 - a) Volt
 - b) Coulomb
 - c) Newton·meter²/Coulomb ✓
 - d) Tesla
3. Gauss's law is applicable to:
 - a) Only point charges
 - b) Any closed surface ✓
 - c) Open surfaces
 - d) Conductors only
4. Electric potential at a point is:
 - a) Energy per unit charge ✓
 - b) Force per unit charge
 - c) Charge per unit energy
 - d) None of these
5. Faraday's law relates:
 - a) Electric field and charge
 - b) Induced EMF and rate of change of magnetic flux ✓
 - c) Current and resistance
 - d) Voltage and capacitance
6. Maxwell's equations describe:
 - a) Motion of electrons
 - b) Electromagnetic fields ✓
 - c) Quantum particles
 - d) Wave propagation in air only
7. The speed of light in vacuum is:
 - a) 3×10^3 m/s
 - b) 3×10^5 m/s
 - c) 3×10^8 m/s ✓
 - d) 3×10^{10} m/s
8. Photoelectric effect demonstrates that light:
 - a) Travels in waves
 - b) Has particle nature ✓
 - c) Is longitudinal
 - d) Has no energy
9. Compton effect proves:
 - a) Wave nature of light
 - b) Particle nature of light ✓

- c) Magnetic field effect
 - d) Electric field effect
10. De Broglie wavelength is associated with:
- a) Photons
 - b) Electrons and matter particles ✓
 - c) Only protons
 - d) Only neutrons
11. Phase velocity is:
- a) Velocity of energy transfer
 - b) Velocity of wave crests ✓
 - c) Same as group velocity
 - d) None of these
12. Group velocity is:
- a) Speed of individual wave
 - b) Speed of envelope of wave packet ✓
 - c) Always greater than phase velocity
 - d) Zero
13. Quantum theory of light was proposed by:
- a) Newton
 - b) Einstein ✓
 - c) Maxwell
 - d) Planck
14. X-ray diffraction is used to study:
- a) Atomic structure ✓
 - b) Magnetic field
 - c) Electric circuits
 - d) Sound waves
15. Wave function in quantum mechanics represents:
- a) Probability amplitude ✓
 - b) Energy only
 - c) Force
 - d) Velocity
16. The integral of electric field over a closed surface equals:
- a) Zero
 - b) Charge enclosed/ ϵ_0 ✓
 - c) Current enclosed
 - d) Voltage
17. Magnetic field is produced by:
- a) Static charges
 - b) Moving charges ✓
 - c) Stationary neutral objects
 - d) Heat only
18. Faraday's law is a consequence of:
- a) Conservation of energy ✓
 - b) Ohm's law

- c) Coulomb's law
- d) Kirchoff's law
- 19. Unit of magnetic flux is:
 - a) Tesla
 - b) Weber ☒
 - c) Ampere
 - d) Henry
- 20. Lorentz force acts on:
 - a) Stationary charge
 - b) Moving charge in magnetic field ☒
 - c) Neutral particles
 - d) Light only
- 21. Capacitance is defined as:
 - a) Q/V ☒
 - b) V/Q
 - c) I/R
 - d) P/V
- 22. Energy stored in a capacitor:
 - a) $\frac{1}{2} CV^2$ ☒
 - b) CV^2
 - c) $2CV^2$
 - d) C/V^2
- 23. Inductor opposes:
 - a) Voltage
 - b) Current change ☒
 - c) Resistance
 - d) Power
- 24. RLC circuit resonates when:
 - a) $X_L = X_C$ ☒
 - b) $X_L > X_C$
 - c) $X_L < X_C$
 - d) $R = 0$
- 25. Electric field inside a conductor is:
 - a) Maximum
 - b) Zero ☒
 - c) Depends on charge
 - d) Constant
- 26. Magnetic flux density is measured in:
 - a) Tesla ☒
 - b) Weber
 - c) Henry
 - d) Ampere
- 27. Ampere's law relates:
 - a) Current and magnetic field ☒
 - b) Voltage and resistance

- c) Capacitance and charge
 - d) Energy and power
28. Biot-Savart law gives:
- a) Force on a charge
 - b) Magnetic field due to current element ☒
 - c) Electric field
 - d) Voltage
29. Self-inductance unit is:
- a) Henry ☒
 - b) Farad
 - c) Ohm
 - d) Tesla
30. Mutual inductance occurs between:
- a) Two resistors
 - b) Two coils ☒
 - c) Capacitor and coil
 - d) Wire and battery
31. Maxwell added which term to Ampere's law?
- a) Displacement current ☒
 - b) Conduction current
 - c) Electric flux
 - d) Magnetic flux
32. Electromagnetic waves are:
- a) Longitudinal
 - b) Transverse ☒
 - c) Stationary
 - d) Random
33. Energy of a photon:
- a) hf ☒
 - b) h/f
 - c) $h + f$
 - d) hf^2
34. Threshold frequency in photoelectric effect depends on:
- a) Intensity
 - b) Metal type ☒
 - c) Distance from source
 - d) Angle of incidence
35. Quantum number n indicates:
- a) Angular momentum
 - b) Principal energy level ☒
 - c) Magnetic orientation
 - d) Spin
36. Planck constant h has units:
- a) Joule·second ☒
 - b) Volt

- c) Coulomb
 - d) Ampere·second
37. Compton wavelength formula is:
- a) $\lambda c = h/mc$ ✓
 - b) $\lambda c = mc/h$
 - c) $\lambda c = h^2/m$
 - d) $\lambda c = h/m$
38. X-ray wavelength is in the range:
- a) 0.01–10 nm ✓
 - b) 1–100 μm
 - c) 100–1000 nm
 - d) 10–100 cm
39. Electromagnetic spectrum order (low to high frequency):
- a) Radio, Microwave, IR, Visible, UV, X-ray, Gamma ✓
 - b) X-ray, UV, Visible, IR, Microwave, Radio
 - c) Gamma, X-ray, UV, Visible, IR, Microwave, Radio
 - d) Radio, IR, Microwave, Visible, UV, X-ray, Gamma
40. Photoelectric current depends on:
- a) Light frequency
 - b) Light intensity ✓
 - c) Metal temperature
 - d) None
41. Heisenberg uncertainty principle relates:
- a) Energy and time ✓
 - b) Position and momentum ✓
 - c) Force and mass
 - d) Both a & b ✓
42. Wave equation describes:
- a) Electric field only
 - b) Magnetic field only
 - c) Propagation of waves ✓
 - d) Particle motion
43. EM wave in vacuum travels at:
- a) $3 \times 10^8 \text{ m/s}$ ✓
 - b) $3 \times 10^5 \text{ m/s}$
 - c) $3 \times 10^3 \text{ m/s}$
 - d) $3 \times 10^{10} \text{ m/s}$
44. Polarization of light involves:
- a) Frequency change
 - b) Direction change of E vector ✓
 - c) Amplitude only
 - d) Wavelength only
45. Brewster's angle gives:
- a) Total reflection
 - b) Zero reflection for one polarization ✓

- c) Maximum reflection
 - d) None
46. Critical angle is related to:
- a) Refraction ✓
 - b) Diffraction
 - c) Polarization
 - d) Interference
47. Phase difference of 180° gives:
- a) Constructive interference
 - b) Destructive interference ✓
 - c) No interference
 - d) Random waves
48. Energy of X-ray photon is:
- a) $E = hf$ ✓
 - b) $E = h/f$
 - c) $E = hf^2$
 - d) $E = f/h$
49. Quantum tunneling explains:
- a) Classical reflection
 - b) Particle crossing potential barrier ✓
 - c) Wave interference
 - d) Magnetic effect
50. Electron diffraction proves:
- a) Particle nature
 - b) Wave nature ✓
 - c) EM wave
 - d) Photoelectric effect
51. Wavefunction normalization ensures:
- a) Energy conservation
 - b) Total probability = 1 ✓
 - c) Momentum conservation
 - d) Mass conservation
52. Schrödinger equation is:
- a) Time-independent ✓
 - b) Time-dependent ✓
 - c) Both
 - d) None
53. Potential energy in quantum well is:
- a) Infinite
 - b) Zero
 - c) Finite ✓
 - d) Negative
54. Electron in hydrogen atom has:
- a) Continuous energy
 - b) Quantized energy ✓

- c) Zero energy
 - d) Infinite energy
55. First Bohr orbit radius:
- a) 0.529 Å
 - b) 0.529 nm ✓
 - c) 5.29 nm
 - d) 5.29 cm
56. Photon momentum is:
- a) $p = mv$
 - b) $p = hf/c$ ✓
 - c) $p = h/f$
 - d) $p = mc$
57. Heisenberg principle formula:
- a) $\Delta x \Delta p \geq \hbar/2$ ✓
 - b) $\Delta x \Delta p \leq \hbar/2$
 - c) $\Delta E \Delta t \leq \hbar$
 - d) $\Delta E \Delta t \geq \hbar$
58. Group velocity < Phase velocity in:
- a) Normal dispersion
 - b) Anomalous dispersion ✓
 - c) Vacuum
 - d) Free space
59. Standing wave forms due to:
- a) Single wave
 - b) Superposition ✓
 - c) Refraction
 - d) Diffraction
60. Node is point of:
- a) Maximum amplitude
 - b) Zero amplitude ✓
 - c) Half amplitude
 - d) Random amplitude
61. Antinode is point of:
- a) Maximum amplitude ✓
 - b) Zero amplitude
 - c) Half amplitude
 - d) Random amplitude
62. EM wave energy density:
- a) $u = \epsilon_0 E^2/2$ ✓
 - b) $u = \mu_0 H^2$
 - c) $u = EH$
 - d) $u = 0$
63. Maxwell predicts:
- a) EM waves travel at speed of light ✓
 - b) EM waves are longitudinal

- c) EM waves have mass
- d) EM waves stationary
- 64. Quantum of light is:
 - a) Electron
 - b) Photon ☒
 - c) Neutron
 - d) Proton
- 65. Wavelength of electron decreases with:
 - a) Increasing momentum ☒
 - b) Decreasing momentum
 - c) Constant
 - d) None
- 66. Principle of superposition applies to:
 - a) Linear systems ☒
 - b) Nonlinear systems
 - c) Magnetic fields only
 - d) Electric fields only
- 67. Electric field inside a hollow conductor:
 - a) Zero ☒
 - b) Non-zero
 - c) Depends on shape
 - d) Depends on charge
- 68. Magnetic permeability of free space:
 - a) $4\pi \times 10^{-7}$ H/m ☒
 - b) 8.85×10^{-12} F/m
 - c) 1 H/m
 - d) 0
- 69. Magnetic flux $\Phi = B \cdot A \cos\theta$, θ is:
 - a) Angle between B and area normal ☒
 - b) Angle between B and surface
 - c) Always 0
 - d) Always 90°
- 70. RLC series circuit resonant frequency:
 - a) $f = 1/(2\pi\sqrt{LC})$ ☒
 - b) $f = 2\pi\sqrt{LC}$
 - c) $f = \sqrt{LC}$
 - d) $f = 1/(LC)$

Introduction to Computer Systems (~60 MCQ)

- 1. The binary number system uses how many digits?
 - a) 2 ☒
 - b) 8
 - c) 10
 - d) 16

2. The octal number system uses how many digits?
 - a) 2
 - b) 8 ☒
 - c) 10
 - d) 16
3. The hexadecimal number system uses how many digits?
 - a) 8
 - b) 10
 - c) 16 ☒
 - d) 2
4. Which of the following is NOT an input device?
 - a) Keyboard
 - b) Mouse
 - c) Printer ☒
 - d) Scanner
5. CPU stands for:
 - a) Central Processing Unit ☒
 - b) Central Peripheral Unit
 - c) Control Processing Unit
 - d) Computer Processing Unit
6. The main function of the CPU is:
 - a) Storage of data
 - b) Processing of data ☒
 - c) Communication
 - d) Display
7. RAM is:
 - a) Volatile memory ☒
 - b) Non-volatile memory
 - c) Secondary storage
 - d) Input device
8. ROM is:
 - a) Volatile memory
 - b) Non-volatile memory ☒
 - c) Cache memory
 - d) Input device
9. Which of the following is secondary storage?
 - a) RAM
 - b) Hard Disk ☒
 - c) Cache
 - d) Register
10. Which of the following is an example of application software?
 - a) Windows OS
 - b) Microsoft Word ☒
 - c) BIOS
 - d) Device driver

11. Operating system manages:
- a) Hardware resources ☒
 - b) Only software
 - c) Only memory
 - d) Only CPU
12. Assembly language uses:
- a) Binary code
 - b) Mnemonics ☒
 - c) High-level commands
 - d) Natural language
13. Early computers used which number system?
- a) Binary
 - b) Decimal ☒
 - c) Octal
 - d) Hexadecimal
14. First generation computers used:
- a) Vacuum tubes ☒
 - b) Transistors
 - c) ICs
 - d) Microprocessors
15. Second generation computers used:
- a) Vacuum tubes
 - b) Transistors ☒
 - c) ICs
 - d) Microprocessors
16. Third generation computers used:
- a) Vacuum tubes
 - b) Transistors
 - c) ICs ☒
 - d) Microprocessors
17. Fourth generation computers used:
- a) Vacuum tubes
 - b) Transistors
 - c) ICs
 - d) Microprocessors ☒
18. Which is NOT a main component of a computer?
- a) CPU
 - b) Memory
 - c) Printer ☒
 - d) I/O devices
19. The ALU performs:
- a) Arithmetic and logical operations ☒
 - b) Only arithmetic
 - c) Only logic
 - d) Data storage

20. The CU (Control Unit) manages:

- a) Arithmetic operations
- b) Instruction execution ☒
- c) Data storage
- d) Input/output

21. BIOS is stored in:

- a) RAM
- b) ROM ☒
- c) Cache
- d) Register

22. Number of bits in a byte:

- a) 4
- b) 8 ☒
- c) 16
- d) 32

23. 1 KB = ?

- a) 1024 Bytes ☒
- b) 1000 Bytes
- c) 512 Bytes
- d) 2048 Bytes

24. Internet is an example of:

- a) LAN
- b) MAN
- c) WAN ☒
- d) PAN

25. Which is a type of software?

- a) Operating system ☒
- b) Compiler ☒
- c) Word processor ☒
- d) All of the above ☒

26. Binary addition: $101 + 110 = ?$

- a) 1001 ☒
- b) 111
- c) 1010
- d) 1100

27. Decimal 15 in binary is:

- a) 1010
- b) 1111 ☒
- c) 1101
- d) 1001

28. Decimal 255 in hexadecimal is:

- a) 0xFF ☒
- b) 0xAA
- c) 0xF0
- d) 0xFE

29. The fastest memory in computer is:
- a) RAM
 - b) Cache ☒
 - c) ROM
 - d) Hard Disk
30. Number of general-purpose registers in 8086:
- a) 4
 - b) 8 ☒
 - c) 16
 - d) 2
31. What is the base of the hexadecimal system?
- a) 2
 - b) 8
 - c) 10
 - d) 16 ☒
32. A nibble consists of:
- a) 2 bits
 - b) 4 bits ☒
 - c) 8 bits
 - d) 16 bits
33. CPU clock speed is measured in:
- a) Hertz ☒
 - b) Volt
 - c) Ampere
 - d) Joule
34. Program that translates high-level language to machine code:
- a) Compiler ☒
 - b) Assembler
 - c) Interpreter
 - d) Loader
35. Which memory is used to store BIOS?
- a) ROM ☒
 - b) RAM
 - c) Cache
 - d) Register
36. The main memory is:
- a) RAM ☒
 - b) ROM
 - c) Hard Disk
 - d) Cache
37. Cache memory is located:
- a) Between CPU and main memory ☒
 - b) On hard disk
 - c) In I/O device
 - d) In printer

38. The smallest unit of data in a computer:
- a) Byte
 - b) Bit ☒
 - c) Nibble
 - d) Word
39. ASCII is used for:
- a) Images
 - b) Text ☒
 - c) Audio
 - d) Video
40. Unicode supports:
- a) English only
 - b) Multiple languages ☒
 - c) Binary
 - d) Hexadecimal
41. Operating system is:
- a) System software ☒
 - b) Application software
 - c) Firmware
 - d) Hardware
42. Instruction cycle consists of:
- a) Fetch ☒
 - b) Decode ☒
 - c) Execute ☒
 - d) All of the above ☒
43. Which of the following is NOT a high-level language?
- a) C
 - b) Python
 - c) Assembly ☒
 - d) Java
44. HDD stores data in:
- a) RAM
 - b) Magnetic disks ☒
 - c) SSD
 - d) Cache
45. SSD is faster than HDD because:
- a) Uses flash memory ☒
 - b) Uses magnetic disks
 - c) Less durable
 - d) Has moving parts
46. Input devices convert:
- a) Digital → Analog
 - b) Human data → Digital ☒
 - c) Digital → Human readable
 - d) None

47. Output devices convert:
- a) Digital → Analog
 - b) Digital → Human readable ☒
 - c) Analog → Digital
 - d) None
48. Primary memory is:
- a) Volatile ☒
 - b) Non-volatile
 - c) Permanent
 - d) Secondary
49. Secondary memory is:
- a) Volatile
 - b) Non-volatile ☒
 - c) Faster than RAM
 - d) Registers
50. Software that helps run other programs:
- a) Operating system ☒
 - b) Application
 - c) Utility
 - d) Driver
51. Early computer “ENIAC” used:
- a) Transistors
 - b) Vacuum tubes ☒
 - c) ICs
 - d) Microprocessors
52. Which is NOT a characteristic of computer?
- a) Speed
 - b) Accuracy
 - c) Emotions ☒
 - d) Storage
53. Binary subtraction: $1010 - 0110 = ?$
- a) 0100 ☒
 - b) 1001
 - c) 0011
 - d) 1110
54. ASCII stands for:
- a) American Standard Code for Information Interchange ☒
 - b) Automatic System Code for Input
 - c) Analog Standard Code for Information
 - d) All of the above
55. Word length in 8086 microprocessor:
- a) 8-bit
 - b) 16-bit ☒
 - c) 32-bit
 - d) 64-bit

56. Early computers were used mainly for:
- a) Gaming
 - b) Calculations ☒
 - c) Internet browsing
 - d) Social media
57. Input to CPU is through:
- a) Registers ☒
 - b) ALU
 - c) CU
 - d) Memory
58. Output from CPU is via:
- a) Registers
 - b) Memory
 - c) I/O devices ☒
 - d) ALU
59. Instruction set architecture defines:
- a) Hardware
 - b) Software
 - c) CPU instructions ☒
 - d) Memory only
60. Which device connects a computer to the internet?
- a) Router ☒
 - b) Printer
 - c) Keyboard
 - d) Monitor

Electrical Circuits (~60 MCQ)

1. Ohm's law states:
- a) $V = IR$ ☒
 - b) $P = IV^2$
 - c) $I = V/P$
 - d) $V = I^2R$
2. In a series circuit, the current is:
- a) Same in all elements ☒
 - b) Different in each element
 - c) Zero
 - d) Depends on voltage only
3. In a parallel circuit, the voltage across each branch is:
- a) Same ☒
 - b) Different
 - c) Zero
 - d) Depends on resistance
4. Kirchhoff's Current Law (KCL) is based on:
- a) Energy conservation

- b) Charge conservation ☒
 - c) Ohm's law
 - d) Faraday's law
5. Kirchhoff's Voltage Law (KVL) is based on:
- a) Energy conservation ☒
 - b) Charge conservation
 - c) Power conservation
 - d) Resistance law
6. Power in a resistive circuit:
- a) $P = VI$ ☒
 - b) $P = V^2/R$ ☒
 - c) $P = I^2R$ ☒
 - d) All of the above ☒
7. Voltage divider formula:
- a) $V_X = V(R_X/R_{\text{total}})$ ☒
 - b) $V_X = IR$
 - c) $V_X = V/R$
 - d) $V_X = IR^2$
8. Current divider formula applies to:
- a) Series circuit
 - b) Parallel circuit ☒
 - c) Both
 - d) None
9. Thevenin's theorem simplifies a circuit to:
- a) Voltage source and series resistor ☒
 - b) Current source and series resistor
 - c) Voltage source and parallel resistor
 - d) Current source and parallel resistor
10. Norton's theorem simplifies a circuit to:
- a) Current source and parallel resistor ☒
 - b) Voltage source and series resistor
 - c) Current source and series resistor
 - d) Voltage source and parallel resistor
11. Maximum power transfer occurs when:
- a) Load $R =$ Source R ☒
 - b) Load $R >$ Source R
 - c) Load $R <$ Source R
 - d) Load $R = 0$
12. Superposition theorem is applicable for:
- a) Linear circuits ☒
 - b) Non-linear circuits
 - c) Series circuits only
 - d) Parallel circuits only

13. Resistance unit is:

- a) Ohm ☒
- b) Volt
- c) Ampere
- d) Watt

14. Voltage unit is:

- a) Ohm
- b) Volt ☒
- c) Ampere
- d) Watt

15. Current unit is:

- a) Ohm
- b) Volt
- c) Ampere ☒
- d) Watt

16. Capacitance unit is:

- a) Farad ☒
- b) Henry
- c) Ohm
- d) Tesla

17. Inductance unit is:

- a) Henry ☒
- b) Farad
- c) Ohm
- d) Tesla

18. Capacitors in series:

- a) $1/C_{eq} = \Sigma(1/C_i)$ ☒
- b) $C_{eq} = \Sigma C_i$
- c) $C_{eq} = \Sigma C^2$
- d) $C_{eq} = 1/\Sigma C$

19. Capacitors in parallel:

- a) $C_{eq} = \Sigma C_i$ ☒
- b) $1/C_{eq} = \Sigma(1/C_i)$
- c) $C_{eq} = \sqrt{\Sigma C_i}$
- d) $C_{eq} = \text{None}$

20. Inductors in series:

- a) $L_{eq} = \Sigma L_i$ ☒
- b) $1/L_{eq} = \Sigma(1/L_i)$
- c) $L_{eq} = \sqrt{\Sigma L_i}$
- d) None

21. Inductors in parallel:

- a) $L_{eq} = \Sigma L_i$
- b) $1/L_{eq} = \Sigma(1/L_i)$ ☒
- c) $L_{eq} = \sqrt{\Sigma L_i}$
- d) None

22. RLC series circuit resonance condition:

- a) $X_L = X_C$ ✓
- b) $X_L > X_C$
- c) $X_L < X_C$
- d) $R = 0$

23. Reactance of inductor:

- a) $X_L = 2\pi fL$ ✓
- b) $X_L = 1/2\pi fL$
- c) $X_L = L/f$
- d) $X_L = 1/L$

24. Reactance of capacitor:

- a) $X_C = 1/2\pi fC$ ✓
- b) $X_C = 2\pi fC$
- c) $X_C = 1/C$
- d) $X_C = 2C$

25. Impedance of series RLC:

- a) $Z = \sqrt{R^2 + (X_L - X_C)^2}$ ✓
- b) $Z = R + X_L + X_C$
- c) $Z = R/(X_L - X_C)$
- d) $Z = R^2 + L^2 + C^2$

26. Power factor = $\cos\theta$, θ is:

- a) Phase difference between voltage and current ✓
- b) Voltage
- c) Current
- d) Resistance

27. Energy stored in inductor:

- a) $W = \frac{1}{2} LI^2$ ✓
- b) $W = \frac{1}{2} CV^2$
- c) $W = I^2R$
- d) $W = VI$

28. Energy stored in capacitor:

- a) $W = \frac{1}{2} CV^2$ ✓
- b) $W = \frac{1}{2} LI^2$
- c) $W = VI$
- d) $W = I^2R$

29. Node voltage method is used for:

- a) Parallel analysis ✓
- b) Series analysis
- c) Superposition
- d) None

30. Mesh current method is used for:

- a) Series analysis
- b) Loop analysis ✓
- c) Node analysis
- d) Both

31. Source transformation converts:
- a) Voltage source + series R \rightarrow Current source + parallel R ☒
 - b) Current source + parallel R \rightarrow Voltage source + series R ☒
 - c) Both a & b ☒
 - d) None
32. Dependent source is:
- a) Independent voltage
 - b) Controlled by another circuit variable ☒
 - c) Uncontrolled
 - d) Always current source
33. Capacitor blocks:
- a) DC ☒
 - b) AC
 - c) Both
 - d) None
34. Inductor blocks:
- a) AC ☒
 - b) DC
 - c) Both
 - d) None
35. Time constant of RC circuit:
- a) $\tau = RC$ ☒
 - b) $\tau = L/R$
 - c) $\tau = R/L$
 - d) $\tau = 1/RC$
36. Time constant of RL circuit:
- a) $\tau = RC$
 - b) $\tau = L/R$ ☒
 - c) $\tau = R/L$
 - d) $\tau = 1/L$
37. For AC series RLC, resonance frequency:
- a) $f = 1/2\pi\sqrt{LC}$ ☒
 - b) $f = \sqrt{LC}$
 - c) $f = 2\pi\sqrt{LC}$
 - d) $f = LC$
38. In resonance, current is:
- a) Minimum
 - b) Maximum ☒
 - c) Zero
 - d) Constant
39. Voltage across L or C at resonance:
- a) Less than supply
 - b) Equal to supply
 - c) Can be greater than supply ☒
 - d) Zero

40. RMS value of sinusoidal current:

- a) I_{\max}
- b) $I_{\max}/\sqrt{2}$ ✓
- c) $I_{\max}/2$
- d) $\sqrt{2} I_{\max}$

41. RMS value of sinusoidal voltage:

- a) V_{\max}
- b) $V_{\max}/\sqrt{2}$ ✓
- c) $V_{\max}/2$
- d) $\sqrt{2} V_{\max}$

42. Average power in AC circuit:

- a) $V_{\text{rms}} \times I_{\text{rms}} \times \cos\theta$ ✓
- b) $V_{\text{rms}} \times I_{\text{rms}} \times \sin\theta$
- c) $V_{\text{rms}} \times I_{\text{rms}}$
- d) $I_{\text{rms}}^2 \times R$

43. Impedance in series AC circuit:

- a) $Z = R + j(X_L - X_C)$ ✓
- b) $Z = R + X_L + X_C$
- c) $Z = R + 1/(X_L - X_C)$
- d) $Z = R^2 + (X_L - X_C)^2$

44. Admittance $Y =$

- a) $1/Z$ ✓
- b) Z
- c) R/Z
- d) Z/R

45. Phase angle $\phi =$

- a) $\tan^{-1}((X_L - X_C)/R)$ ✓
- b) $\tan^{-1}(R/(X_L - X_C))$
- c) $\cos^{-1}((X_L - X_C)/R)$
- d) $\sin^{-1}((X_L - X_C)/R)$

46. Wye to Delta conversion is used for:

- a) Resistors ✓
- b) Capacitors ✓
- c) Inductors ✓
- d) All ✓

47. Delta to Wye conversion is used for:

- a) Resistors ✓
- b) Capacitors ✓
- c) Inductors ✓
- d) All ✓

48. RMS voltage of triangular waveform:

- a) $V_m/\sqrt{2}$
- b) $V_m/\sqrt{3}$ ✓

- c) $V_m/2$
- d) V_m
- 49. In AC circuits, instantaneous power:
 - a) $p = v_i$ ☒
 - b) $p = i^2 R$
 - c) $p = v^2/R$
 - d) $p = V_{avg} \times I_{avg}$
- 50. Current leads voltage in:
 - a) Capacitive circuit ☒
 - b) Inductive circuit
 - c) Resistive circuit
 - d) None
- 51. Current lags voltage in:
 - a) Capacitive
 - b) Inductive ☒
 - c) Resistive
 - d) None
- 52. Power dissipated in resistor:
 - a) $I^2 R$ ☒
 - b) V^2/R ☒
 - c) VI ☒
 - d) All of the above ☒
- 53. Series LC circuit at resonance:
 - a) Impedance minimum ☒
 - b) Impedance maximum
 - c) Current minimum
 - d) Voltage minimum
- 54. Parallel LC circuit at resonance:
 - a) Impedance minimum
 - b) Impedance maximum ☒
 - c) Current maximum
 - d) Voltage zero
- 55. Quality factor $Q =$
 - a) X_L/R ☒
 - b) X_C/R
 - c) R/X_L
 - d) R/X_C
- 56. Transient response occurs in:
 - a) DC circuits with L or C ☒
 - b) Pure resistive DC circuits
 - c) AC steady-state
 - d) None
- 57. Charging capacitor current:
 - a) Maximum at $t=0$ ☒
 - b) Zero at $t=0$

- c) Constant
 - d) None
58. Discharging capacitor current:
- a) Maximum at $t=0$ ☒
 - b) Zero at $t=0$
 - c) Constant
 - d) None
59. DC steady-state inductor acts as:
- a) Open circuit
 - b) Short circuit ☒
 - c) Capacitor
 - d) Resistor
60. DC steady-state capacitor acts as:
- a) Open circuit ☒
 - b) Short circuit
 - c) Inductor
 - d) Resistor

Digital Logic Design (~70 MCQ)

1. Boolean algebra was introduced by:
 - a) Newton
 - b) Boole ☒
 - c) Einstein
 - d) Maxwell
2. The AND gate output is 1 only when:
 - a) Both inputs are 0
 - b) Both inputs are 1 ☒
 - c) One input is 1
 - d) Any input is 0
3. The OR gate output is 0 only when:
 - a) Both inputs are 0 ☒
 - b) Both inputs are 1
 - c) One input is 1
 - d) Any input is 1
4. The NOT gate inverts:
 - a) $1 \rightarrow 0, 0 \rightarrow 1$ ☒
 - b) $1 \rightarrow 1, 0 \rightarrow 0$
 - c) $1 \rightarrow 1, 0 \rightarrow 1$
 - d) None
5. De Morgan's theorem states:
 - a) $(A \cdot B)' = A' + B'$ ☒
 - b) $(A + B)' = A + B$

- c) $(A+B)' = A'B'$ ✓
d) Both a & c ✓
6. NAND gate is called:
a) Universal gate ✓
b) Basic gate
c) Logic gate
d) None
7. NOR gate is called:
a) Universal gate ✓
b) Basic gate
c) Logic gate
d) None
8. XOR gate output is 1 when:
a) Inputs same
b) Inputs different ✓
c) Both inputs 0
d) Both inputs 1
9. XNOR gate output is 1 when:
a) Inputs same ✓
b) Inputs different
c) Both 0
d) Both 1
10. Sum-of-Products (SOP) is:
a) OR of AND terms ✓
b) AND of OR terms
c) XOR of AND terms
d) NAND of OR terms
11. Product-of-Sums (POS) is:
a) OR of AND terms
b) AND of OR terms ✓
c) XOR of OR terms
d) NOR of AND terms
12. K-map is used for:
a) Minimization of Boolean expression ✓
b) Maximization
c) Multiplexing
d) Latching
13. 2-to-1 multiplexer has:
a) 2 inputs, 1 select ✓
b) 2 outputs, 1 input
c) 1 input, 2 select
d) 2 outputs, 2 select
14. 4-to-1 multiplexer has:
a) 4 inputs, 2 select ✓
b) 4 outputs, 2 select

- c) 2 inputs, 4 select
- d) 1 input, 4 select
- 15. Demultiplexer converts:
 - a) 1 input \rightarrow many outputs ✓
 - b) Many inputs \rightarrow 1 output
 - c) OR operation
 - d) AND operation
- 16. Decoder converts:
 - a) n inputs $\rightarrow 2^n$ outputs ✓
 - b) 2^n inputs $\rightarrow n$ outputs
 - c) n outputs $\rightarrow n$ inputs
 - d) None
- 17. Encoder converts:
 - a) 2^n inputs $\rightarrow n$ outputs ✓
 - b) n inputs $\rightarrow 2^n$ outputs
 - c) OR \rightarrow AND
 - d) None
- 18. Half adder produces:
 - a) Sum only
 - b) Carry only
 - c) Sum & Carry ✓
 - d) Difference & Borrow
- 19. Full adder has:
 - a) 2 inputs
 - b) 3 inputs ✓
 - c) 4 inputs
 - d) 1 input
- 20. Flip-flops store:
 - a) Voltage
 - b) Bit of information ✓
 - c) Current
 - d) Logic gate
- 21. SR flip-flop is built using:
 - a) NAND/NOR gates ✓
 - b) XOR
 - c) XNOR
 - d) AND
- 22. JK flip-flop overcomes:
 - a) Race condition in SR ✓
 - b) Memory loss
 - c) Input error
 - d) Timing error
- 23. D flip-flop output =
 - a) Input D ✓
 - b) Input Q

- c) Inverted D
 - d) Sum
24. T flip-flop toggles on:
- a) $T=1$ ✓
 - b) $T=0$
 - c) Clock high
 - d) Reset
25. Asynchronous counter uses:
- a) Same clock ✓
 - b) Ripple effect
 - c) Parallel clocking
 - d) Both a & b ✓
26. Synchronous counter:
- a) All flip-flops clocked simultaneously ✓
 - b) Ripple clocked
 - c) Not clocked
 - d) None
27. Mealy machine output depends on:
- a) Present state only
 - b) Present input only
 - c) Present state & input ✓
 - d) Previous state
28. Moore machine output depends on:
- a) Present state only ✓
 - b) Present input
 - c) Previous state
 - d) Both state & input
29. PLA stands for:
- a) Programmable Logic Array ✓
 - b) Parallel Logic Array
 - c) Primary Logic Adder
 - d) None
30. PLA used for:
- a) Logic function implementation ✓
 - b) Storage
 - c) Multiplexing
 - d) None
31. Race around problem occurs in:
- a) SR flip-flop
 - b) JK flip-flop ✓
 - c) D flip-flop
 - d) T flip-flop
32. Pulse mode design avoids:
- a) Multiple triggering ✓
 - b) Single triggering

- c) Flip-flop operation
 - d) Logic minimization
33. Fundamental mode design uses:
- a) Only one input change at a time ☒
 - b) Multiple inputs
 - c) Asynchronous
 - d) None
34. Combinational circuit output depends on:
- a) Present inputs only ☒
 - b) Present & past inputs
 - c) Clock
 - d) State
35. Sequential circuit output depends on:
- a) Present inputs only
 - b) Present & past inputs ☒
 - c) Clock only
 - d) None
36. Boolean expression simplification reduces:
- a) Gate count ☒
 - b) Power consumption ☒
 - c) Complexity ☒
 - d) All ☒
37. XOR gate is equivalent to:
- a) $A'B + AB'$ ☒
 - b) $AB + A'B'$
 - c) $A + B$
 - d) $A \cdot B$
38. XNOR gate is equivalent to:
- a) $AB + A'B'$ ☒
 - b) $A'B + AB'$
 - c) $A + B$
 - d) $A \cdot B$
39. NAND gate expression:
- a) $(AB)'$ ☒
 - b) $A + B$
 - c) AB
 - d) $(A + B)'$
40. NOR gate expression:
- a) $(A+B)'$ ☒
 - b) $A + B$
 - c) AB
 - d) $(AB)'$
41. Number of minterms for n variables:
- a) n
 - b) 2^n ☒

- c) n^2
- d) $2n$
- 42. Number of maxterms for n variables:
 - a) n
 - b) 2^n ☒
 - c) n^2
 - d) $2n$
- 43. Canonical SOP uses:
 - a) Minterms ☒
 - b) Maxterms
 - c) Sum
 - d) Product
- 44. Canonical POS uses:
 - a) Minterms
 - b) Maxterms ☒
 - c) Sum
 - d) Product
- 45. Logic minimization reduces:
 - a) Cost ☒
 - b) Speed
 - c) Complexity ☒
 - d) Both a & c ☒
- 46. Flip-flop stores:
 - a) 1 bit ☒
 - b) 2 bits
 - c) 4 bits
 - d) Variable
- 47. Latches are:
 - a) Level triggered ☒
 - b) Edge triggered
 - c) Pulse mode
 - d) None
- 48. Flip-flops are:
 - a) Level triggered
 - b) Edge triggered ☒
 - c) Pulse mode
 - d) None
- 49. Pulse-triggered flip-flops help avoid:
 - a) Race around ☒
 - b) Memory loss
 - c) Logic error
 - d) Power consumption
- 50. Asynchronous counter also called:
 - a) Ripple counter ☒
 - b) Ring counter

- c) Synchronous counter
 - d) Johnson counter
51. Synchronous counter is:
- a) Ripple type
 - b) Clocked simultaneously ☒
 - c) Level triggered
 - d) None
52. 4-bit asynchronous counter counts:
- a) 0–7
 - b) 0–15 ☒
 - c) 0–31
 - d) 0–63
53. 3-bit synchronous counter max count:
- a) 7 ☒
 - b) 3
 - c) 8
 - d) 15
54. Edge triggering refers to:
- a) Clock rising/falling ☒
 - b) Clock high
 - c) Clock low
 - d) Pulse width
55. JK flip-flop toggles when:
- a) $J=K=1$ ☒
 - b) $J=1, K=0$
 - c) $J=0, K=1$
 - d) $J=K=0$
56. Clock frequency determines:
- a) Circuit speed ☒
 - b) Gate number
 - c) Power
 - d) Output only
57. Race around occurs when propagation delay $<$ pulse width:
- a) True ☒
 - b) False
 - c) Sometimes
 - d) None
58. Edge-triggered flip-flop avoids:
- a) Multiple toggles ☒
 - b) Memory
 - c) Delay
 - d) Logic error
59. MUX selects:
- a) One input ☒
 - b) All inputs

- c) Output
 - d) Gate
60. DEMUX distributes:
- a) Input to one output ☒
 - b) Input to all outputs
 - c) Gate
 - d) None
61. SOP minimization reduces:
- a) AND gates
 - b) OR gates
 - c) Both ☒
 - d) XOR
62. POS minimization reduces:
- a) OR gates
 - b) AND gates
 - c) Both ☒
 - d) NAND
63. Universal gate can implement:
- a) All logic ☒
 - b) None
 - c) Only OR
 - d) Only AND
64. Flip-flop characteristic table lists:
- a) Inputs & outputs ☒
 - b) Inputs only
 - c) Outputs only
 - d) Clock only
65. Level-triggered latch changes state:
- a) Clock high ☒
 - b) Clock low
 - c) Both
 - d) Edge
66. Edge-triggered flip-flop changes state:
- a) Rising/falling ☒
 - b) Level high
 - c) Level low
 - d) None
67. Pulse mode design avoids:
- a) Multiple toggles ☒
 - b) Race
 - c) Timing errors ☒
 - d) All ☒
68. State diagram represents:
- a) Sequential behavior ☒
 - b) Combinational logic

- c) Input only
- d) Output only
- 69. Mealy machine faster than Moore because:
 - a) Output depends on input ☒
 - b) Output depends on state
 - c) Uses fewer flip-flops
 - d) None
- 70. Fundamental mode design ensures:
 - a) Only one input changes at a time ☒
 - b) Multiple input changes
 - c) Synchronous
 - d) None

Basic Electronics (~60 MCQ)

1. Diode allows current to flow in:
 - a) Both directions
 - b) One direction ☒
 - c) No direction
 - d) Depends on voltage
2. Forward biased diode has:
 - a) High resistance
 - b) Low resistance ☒
 - c) Infinite resistance
 - d) Zero resistance
3. Reverse biased diode has:
 - a) High resistance ☒
 - b) Low resistance
 - c) Zero resistance
 - d) Low voltage
4. Zener diode is used for:
 - a) Amplification
 - b) Voltage regulation ☒
 - c) Switching
 - d) Oscillation
5. Half-wave rectifier uses:
 - a) 1 diode ☒
 - b) 2 diodes
 - c) 4 diodes
 - d) None
6. Full-wave rectifier uses:
 - a) 1 diode
 - b) 2 diodes ☒
 - c) 4 diodes
 - d) None

7. Bridge rectifier uses:
- a) 2 diodes
 - b) 3 diodes
 - c) 4 diodes ✓
 - d) 1 diode
8. Clipper circuit:
- a) Clips voltage above/below reference ✓
 - b) Amplifies signal
 - c) Rectifies signal
 - d) Filters signal
9. Clamper circuit:
- a) Shifts signal DC level ✓
 - b) Clips voltage
 - c) Rectifies
 - d) Amplifies
10. Bipolar junction transistor (BJT) has:
- a) 2 terminals
 - b) 3 terminals ✓
 - c) 4 terminals
 - d) 5 terminals
11. BJT modes:
- a) Active ✓
 - b) Cut-off ✓
 - c) Saturation ✓
 - d) All ✓
12. Common emitter configuration provides:
- a) Voltage gain ✓
 - b) Current gain ✓
 - c) Power gain ✓
 - d) All ✓
13. Common base configuration has:
- a) Current gain < 1 ✓
 - b) Voltage gain high ✓
 - c) Input low
 - d) Output low
14. Common collector configuration is also called:
- a) Emitter follower ✓
 - b) Base follower
 - c) Collector follower
 - d) None
15. BJT used as switch operates in:
- a) Active region
 - b) Cut-off & saturation ✓

- c) Reverse bias
 - d) None
16. Load line represents:
- a) Relationship between V & I ☒
 - b) Current only
 - c) Voltage only
 - d) None
17. Stability factor determines:
- a) BJT bias stability ☒
 - b) Voltage
 - c) Current
 - d) Resistance
18. Small signal model of BJT uses:
- a) h-parameters ☒
 - b) Z-parameters
 - c) Y-parameters
 - d) None
19. Voltage gain of CE amplifier:
- a) High ☒
 - b) Low
 - c) Zero
 - d) Negative
20. Current gain of CE amplifier:
- a) High ☒
 - b) Low
 - c) Zero
 - d) Negative
21. Input impedance of CB amplifier:
- a) High
 - b) Low ☒
 - c) Medium
 - d) Variable
22. Output impedance of CE amplifier:
- a) Low
 - b) High ☒
 - c) Medium
 - d) Variable
23. Field effect transistor (FET) has:
- a) High input impedance ☒
 - b) Low input impedance
 - c) Medium
 - d) Variable
24. JFET gate is:
- a) Forward biased
 - b) Reverse biased ☒

- c) Floating
 - d) None
25. MOSFET can be:
- a) Depletion type ☒
 - b) Enhancement type ☒
 - c) Both ☒
 - d) None
26. FET operates on:
- a) Voltage control ☒
 - b) Current control
 - c) Both
 - d) None
27. Diode's knee voltage ~
- a) 0.7V for silicon ☒
 - b) 0.3V for silicon
 - c) 0.7V for germanium
 - d) 0.3V for germanium
28. Zener voltage is:
- a) Breakdown voltage ☒
 - b) Forward voltage
 - c) Knee voltage
 - d) None
29. Half-wave rectifier output frequency =
- a) Input frequency
 - b) Same as input ☒
 - c) Twice input
 - d) Half input
30. Full-wave rectifier output frequency =
- a) Same as input
 - b) Twice input ☒
 - c) Half input
 - d) None
31. Capacitor filter removes:
- a) AC ripples ☒
 - b) DC
 - c) Voltage
 - d) Current
32. Diode reverse recovery time:
- a) Time to turn off ☒
 - b) Time to turn on
 - c) Forward voltage
 - d) None
33. Transistor as amplifier operates in:
- a) Cut-off
 - b) Active ☒

- c) Saturation
- d) Reverse
- 34. Transistor as switch operates in:
 - a) Active
 - b) Cut-off & saturation ☒
 - c) Reverse
 - d) None
- 35. BJT has:
 - a) Base, emitter, collector ☒
 - b) Gate, source, drain
 - c) Emitter, collector
 - d) None
- 36. FET has:
 - a) Base, collector, emitter
 - b) Gate, source, drain ☒
 - c) Input, output
 - d) None
- 37. MOSFET input impedance:
 - a) Low
 - b) Very high ☒
 - c) Medium
 - d) Variable
- 38. Clipper removes:
 - a) Part of waveform ☒
 - b) Entire waveform
 - c) DC
 - d) AC
- 39. Clamper shifts:
 - a) DC level ☒
 - b) AC level
 - c) Both
 - d) None
- 40. Forward biased diode resistance:
 - a) High
 - b) Low ☒
 - c) Infinite
 - d) Zero
- 41. Reverse biased diode leakage current:
 - a) High
 - b) Low ☒
 - c) Zero
 - d) Medium
- 42. Power dissipation in transistor:
 - a) $V_{CE} \times I_C$ ☒
 - b) $V_{BE} \times I_B$

- c) $I_C \times I_B$
 - d) None
43. CE amplifier phase shift:
- a) 0°
 - b) 180° ☒
 - c) 90°
 - d) None
44. CB amplifier phase shift:
- a) 0° ☒
 - b) 180°
 - c) 90°
 - d) None
45. CC amplifier phase shift:
- a) 0° ☒
 - b) 180°
 - c) 90°
 - d) None
46. Small signal model helps determine:
- a) Gain ☒
 - b) Impedance ☒
 - c) Both ☒
 - d) None
47. Junction diode symbol:
- a) Triangle \rightarrow line ☒
 - b) Line \rightarrow triangle
 - c) Circle
 - d) Square
48. Zener diode symbol:
- a) Line with bent bar ☒
 - b) Triangle \rightarrow line
 - c) Circle
 - d) Square
49. Half-wave rectifier uses:
- a) Transformer ☒
 - b) Diode ☒
 - c) Capacitor ☒
 - d) All ☒
50. Full-wave rectifier bridge has:
- a) 2 diodes
 - b) 4 diodes ☒
 - c) 3 diodes
 - d) 1 diode
51. Peak inverse voltage (PIV) in diode:
- a) Max reverse voltage ☒

- b) Forward voltage
 - c) Average voltage
 - d) None
52. Transistor cutoff:
- a) $I_B=0$ ✓
 - b) $I_C=0$
 - c) VCE small
 - d) Active
53. Transistor saturation:
- a) $V_{CE}\approx 0$ ✓
 - b) $I_C\approx 0$
 - c) $I_B\approx 0$
 - d) Active
54. JFET operates:
- a) Forward biased ✓
 - b) Reverse biased
 - c) Zero bias
 - d) None
55. MOSFET enhancement mode needs:
- a) Gate voltage ✓
 - b) Gate current
 - c) Source voltage
 - d) Drain voltage
56. MOSFET depletion mode:
- a) Naturally conducting ✓
 - b) Needs gate voltage
 - c) Switch off
 - d) None
57. Load line intersects:
- a) DC and AC curves ✓
 - b) Input curve
 - c) Output curve
 - d) None
58. Diode cut-in voltage:
- a) Minimum voltage to conduct ✓
 - b) Maximum
 - c) Zero
 - d) Infinite
59. Voltage multiplier uses:
- a) Diodes & capacitors ✓
 - b) Transistors
 - c) Resistors
 - d) Inductors
60. Zener regulator provides:
- a) Constant voltage ✓

- b) Constant current
- c) Constant resistance
- d) None

Microprocessor & Interfacing (~60 MCQ)

1. Microprocessor is:
 - a) A software
 - b) Central processing unit on a single chip ☒
 - c) Memory chip
 - d) Input device
2. Difference between microprocessor and microcontroller:
 - a) Microprocessor lacks RAM/ROM ☒
 - b) Microcontroller has built-in RAM/ROM ☒
 - c) Both a & b ☒
 - d) None
3. 8086/8088 belongs to:
 - a) 4-bit family
 - b) 8-bit family
 - c) 16-bit family ☒
 - d) 32-bit family
4. 8086 has:
 - a) 8-bit data bus
 - b) 16-bit data bus ☒
 - c) 32-bit data bus
 - d) 64-bit data bus
5. Memory segmentation in 8086:
 - a) Code, data, stack, extra ☒
 - b) Input, output
 - c) Registers only
 - d) None
6. Instruction set of 8086 contains:
 - a) Data transfer ☒
 - b) Arithmetic ☒
 - c) Logical ☒
 - d) All ☒
7. Addressing mode specifies:
 - a) How to access operands ☒
 - b) Data size
 - c) Clock
 - d) Power
8. Immediate addressing uses:
 - a) Constant value ☒
 - b) Memory address

- c) Register
- d) Input
- 9. Register addressing uses:
 - a) CPU register ☒
 - b) Memory
 - c) Input
 - d) Constant
- 10. Direct addressing uses:
 - a) Memory address ☒
 - b) Register
 - c) Immediate
 - d) Port
- 11. Indirect addressing uses:
 - a) Register contains address ☒
 - b) Memory contains address
 - c) Immediate
 - d) Port
- 12. Single-processor system has:
 - a) One CPU ☒
 - b) Multiple CPUs
 - c) None
 - d) All
- 13. Multi-processor system:
 - a) One CPU
 - b) Multiple CPUs ☒
 - c) None
 - d) All
- 14. Assembler converts:
 - a) Assembly → Machine code ☒
 - b) High-level → Assembly
 - c) Machine → Assembly
 - d) None
- 15. Debugger is used for:
 - a) Detecting errors ☒
 - b) Writing code
 - c) Compiling
 - d) Executing only
- 16. 8255A is:
 - a) Programmable Peripheral Interface ☒
 - b) Timer
 - c) DMA
 - d) Memory
- 17. 8254 is:
 - a) Programmable interval timer ☒
 - b) PPI

- c) Interrupt controller
 - d) UART
18. Keyboard interfacing can be done via:
- a) 8255 ☒
 - b) 8254
 - c) 8259
 - d) DMA
19. LCD interfacing uses:
- a) 8255 ☒
 - b) 8254
 - c) 8259
 - d) None
20. Printer interfacing uses:
- a) Parallel ☒
 - b) Serial
 - c) Both ☒
 - d) None
21. Stepper motor interfacing:
- a) 8255 ☒
 - b) 8259
 - c) 8254
 - d) None
22. A/D converter converts:
- a) Analog → Digital ☒
 - b) Digital → Analog
 - c) Voltage
 - d) Current
23. D/A converter converts:
- a) Analog → Digital
 - b) Digital → Analog ☒
 - c) Both
 - d) None
24. 8259A is:
- a) Programmable interrupt controller ☒
 - b) Timer
 - c) PPI
 - d) DMA
25. Interrupt vector table stores:
- a) Addresses of interrupt routines ☒
 - b) Data
 - c) Instructions
 - d) None
26. DMA stands for:
- a) Direct Memory Access ☒
 - b) Dynamic Memory Access

- c) Dual Memory Access
 - d) Data Memory Access
27. Serial communication can be:
- a) Synchronous ☒
 - b) Asynchronous ☒
 - c) Both ☒
 - d) None
28. EIA RS232 is:
- a) Physical communication standard ☒
 - b) Protocol
 - c) Memory
 - d) Timer
29. Microprocessor clock controls:
- a) Instruction timing ☒
 - b) Data
 - c) Voltage
 - d) Current
30. Bus demultiplexer separates:
- a) Address & data lines ☒
 - b) Input lines
 - c) Output lines
 - d) Power
31. Bus controller manages:
- a) Data transfer ☒
 - b) Instruction fetch
 - c) Clock
 - d) None
32. Programmed I/O means:
- a) CPU actively polls ☒
 - b) CPU interrupts
 - c) DMA
 - d) None
33. Interrupt driven I/O:
- a) CPU waits
 - b) CPU responds to interrupt ☒
 - c) CPU ignores
 - d) None
34. Parallel I/O port transfers:
- a) 1 bit
 - b) Multiple bits simultaneously ☒
 - c) Serially
 - d) None
35. SRAM stands for:
- a) Static RAM ☒
 - b) Serial RAM

- c) Synchronous RAM
 - d) None
36. EEPROM stands for:
- a) Electrically Erasable Programmable ROM ☒
 - b) RAM
 - c) Flash
 - d) None
37. Clock generator produces:
- a) Timing pulses ☒
 - b) Data
 - c) Instructions
 - d) None
38. Stepper motor moves in:
- a) Continuous rotation
 - b) Steps ☒
 - c) Random
 - d) None
39. Timer applications include:
- a) Delay ☒
 - b) Event counting ☒
 - c) Pulse generation ☒
 - d) All ☒
40. Asynchronous serial communication uses:
- a) Start & stop bits ☒
 - b) Clock
 - c) Both
 - d) None
41. Microprocessor I/O address decoding ensures:
- a) Correct device access ☒
 - b) Timing
 - c) Speed
 - d) None
42. Interrupt vector points to:
- a) Interrupt routine ☒
 - b) Main program
 - c) Data
 - d) Timer
43. Single-step execution helps in:
- a) Debugging ☒
 - b) Speeding
 - c) Storage
 - d) Communication
44. Flag registers store:
- a) Status ☒
 - b) Data

- c) Address
- d) Control
- 45. Carry flag is set when:
 - a) Addition exceeds limit ☒
 - b) Subtraction negative
 - c) Overflow
 - d) Zero
- 46. Zero flag is set when:
 - a) Result = 0 ☒
 - b) Result > 0
 - c) Carry occurs
 - d) None
- 47. Sign flag indicates:
 - a) Positive/negative ☒
 - b) Zero
 - c) Carry
 - d) Overflow
- 48. Parity flag checks:
 - a) Even/odd bits ☒
 - b) Zero
 - c) Carry
 - d) Sign
- 49. Program counter stores:
 - a) Next instruction address ☒
 - b) Current instruction
 - c) Data
 - d) Stack pointer
- 50. Stack pointer points to:
 - a) Top of stack ☒
 - b) Bottom
 - c) Memory
 - d) None
- 51. PUSH instruction:
 - a) Store in stack ☒
 - b) Retrieve from stack
 - c) Clear stack
 - d) None
- 52. POP instruction:
 - a) Store
 - b) Retrieve ☒
 - c) Clear
 - d) None
- 53. Software interrupt generated by:
 - a) Instruction ☒
 - b) External device

- c) Timer
- d) DMA
- 54. Hardware interrupt generated by:
 - a) Device ✓
 - b) Instruction
 - c) Program
 - d) Memory
- 55. Instruction cycle includes:
 - a) Fetch ✓
 - b) Decode ✓
 - c) Execute ✓
 - d) All ✓
- 56. Data bus width determines:
 - a) Data size per transfer ✓
 - b) Address
 - c) Instruction
 - d) Clock
- 57. Address bus width determines:
 - a) Maximum memory accessible ✓
 - b) Data size
 - c) Instruction size
 - d) Clock
- 58. Control signals include:
 - a) RD, WR ✓
 - b) ALE ✓
 - c) INTA ✓
 - d) All ✓
- 59. Microprocessor interfacing requires:
 - a) Address decoding ✓
 - b) Timing
 - c) Data bus
 - d) All ✓
- 60. Multi-processor system advantage:
 - a) High speed ✓
 - b) Parallel processing ✓
 - c) Reliability ✓
 - d) All ✓

Communication Theory (~50 MCQ)

- 1. Fourier series represents:
 - a) Continuous signals ✓
 - b) Discrete signals

- c) Both
- d) None
- 2. Fourier transform converts:
 - a) Time \rightarrow Frequency ☒
 - b) Frequency \rightarrow Time
 - c) Voltage \rightarrow Current
 - d) None
- 3. Convolution in time domain equals:
 - a) Multiplication in frequency domain ☒
 - b) Addition
 - c) Subtraction
 - d) Division
- 4. Parseval's theorem relates:
 - a) Energy in time & frequency ☒
 - b) Power
 - c) Voltage
 - d) Current
- 5. Entropy in information theory measures:
 - a) Uncertainty ☒
 - b) Speed
 - c) Bandwidth
 - d) Amplitude
- 6. Shannon's theorem gives:
 - a) Maximum channel capacity ☒
 - b) Minimum noise
 - c) Maximum power
 - d) None
- 7. Channel capacity depends on:
 - a) Bandwidth ☒
 - b) Signal-to-noise ratio ☒
 - c) Both ☒
 - d) None
- 8. Analog modulation includes:
 - a) AM ☒
 - b) FM ☒
 - c) PM ☒
 - d) All ☒
- 9. AM stands for:
 - a) Amplitude Modulation ☒
 - b) Angular Modulation
 - c) Analog Modulation
 - d) None
- 10. FM stands for:
 - a) Frequency Modulation ☒

- b) Phase Modulation
 - c) Amplitude Modulation
 - d) None
11. PM stands for:
- a) Phase Modulation ☒
 - b) Frequency Modulation
 - c) Amplitude Modulation
 - d) None
12. Modulation purpose:
- a) Efficient transmission ☒
 - b) Amplification
 - c) Rectification
 - d) None
13. Demodulation recovers:
- a) Original signal ☒
 - b) Noise
 - c) Carrier
 - d) None
14. Pulse Amplitude Modulation (PAM) uses:
- a) Amplitude of pulses ☒
 - b) Frequency
 - c) Phase
 - d) None
15. Pulse Code Modulation (PCM) is:
- a) Digital modulation ☒
 - b) Analog modulation
 - c) Hybrid
 - d) None
16. Delta modulation (DM) encodes:
- a) Difference between samples ☒
 - b) Absolute value
 - c) Average
 - d) None
17. Adaptive delta modulation (ADM) adjusts:
- a) Step size ☒
 - b) Frequency
 - c) Phase
 - d) None
18. Time-Division Multiplexing (TDM) divides:
- a) Time slots ☒
 - b) Frequency
 - c) Phase
 - d) None
19. Frequency-Division Multiplexing (FDM) divides:
- a) Frequency ☒

- b) Time
 - c) Phase
 - d) None
20. TDMA is:
- a) Time-division multiple access ✓
 - b) Frequency-division
 - c) Code-division
 - d) None
21. FDMA is:
- a) Time-division
 - b) Frequency-division multiple access ✓
 - c) Code-division
 - d) None
22. CDMA uses:
- a) Codes to separate users ✓
 - b) Time slots
 - c) Frequency bands
 - d) None
23. Nyquist sampling theorem states:
- a) $F_s \geq 2 \times f_{\max}$ ✓
 - b) $F_s < f_{\max}$
 - c) $F_s = f_{\max}$
 - d) None
24. Aliasing occurs if:
- a) $F_s < 2 \times f_{\max}$ ✓
 - b) $F_s \geq 2 \times f_{\max}$
 - c) $F_s = 2 \times f_{\max}$
 - d) None
25. SNR stands for:
- a) Signal-to-Noise Ratio ✓
 - b) Signal-to-Number
 - c) Sound-to-Noise
 - d) None
26. Power spectrum represents:
- a) Distribution of power over frequency ✓
 - b) Time
 - c) Amplitude
 - d) None
27. Baseband signal is:
- a) Original signal ✓
 - b) Modulated signal
 - c) Carrier
 - d) None
28. Bandpass signal is:
- a) Centered around carrier ✓

- b) Original signal
 - c) Noise
 - d) None
29. AM modulated signal has:
- a) Carrier + sidebands ☒
 - b) Carrier only
 - c) Sidebands only
 - d) None
30. FM bandwidth depends on:
- a) Frequency deviation ☒
 - b) Amplitude
 - c) Phase
 - d) None
31. PM bandwidth depends on:
- a) Phase deviation ☒
 - b) Frequency
 - c) Amplitude
 - d) None
32. Coherent detection used for:
- a) AM demodulation ☒
 - b) FM
 - c) PM
 - d) None
33. Envelope detection used for:
- a) AM ☒
 - b) FM
 - c) PM
 - d) None
34. Multiplexing purpose:
- a) Efficient utilization ☒
 - b) Amplification
 - c) Modulation
 - d) None
35. Information rate formula:
- a) $R = H \times \text{symbols/sec}$ ☒
 - b) $R = H \times f$
 - c) $R = P \times t$
 - d) None
36. Signal bandwidth affects:
- a) Data rate ☒
 - b) Power
 - c) Voltage
 - d) None
37. Noise degrades:
- a) SNR ☒

- b) Bandwidth
 - c) Time
 - d) None
38. Shannon capacity formula:
- a) $C = B \log_2(1 + S/N)$ ✓
 - b) $C = B \times S/N$
 - c) $C = B / S/N$
 - d) None
39. Analog vs digital communication:
- a) Analog continuous ✓
 - b) Digital discrete ✓
 - c) Both correct ✓
 - d) None
40. Multiplexing reduces:
- a) Number of channels ✓
 - b) Bandwidth
 - c) Noise
 - d) None
41. Demultiplexer separates:
- a) Combined signals ✓
 - b) Carrier
 - c) Modulation
 - d) None
42. Fourier series uses:
- a) Sin & cos ✓
 - b) Exponential only
 - c) Step function
 - d) None
43. Power spectrum integral =
- a) Signal energy ✓
 - b) Noise
 - c) Bandwidth
 - d) None
44. Pulse duration affects:
- a) Bandwidth ✓
 - b) Power
 - c) Noise
 - d) None
45. PCM uses:
- a) Sampling ✓
 - b) Quantization ✓
 - c) Encoding ✓
 - d) All ✓

46. Delta modulation advantage:
- a) Simple ☒
 - b) Requires low bandwidth ☒
 - c) Adaptive possible ☒
 - d) All ☒
47. CDMA allows:
- a) Multiple users ☒
 - b) Single user
 - c) Only one channel
 - d) None
48. Nyquist rate =
- a) $2 \times f_{\max}$ ☒
 - b) f_{\max}
 - c) $f_{\max} / 2$
 - d) None
49. Pulse shaping reduces:
- a) Inter-symbol interference ☒
 - b) Noise
 - c) Bandwidth
 - d) None
50. Communication system goal:
- a) Reliable data transfer ☒
 - b) Maximum noise
 - c) Minimum bandwidth
 - d) None

Computer Networking & Security (~60 MCQ)

1. Protocol hierarchy defines:
- a) Layered communication ☒
 - b) Hardware only
 - c) Software only
 - d) None
2. Data link layer provides:
- a) Reliable link ☒
 - b) Routing
 - c) Application
 - d) Transport
3. HDLC stands for:
- a) High-Level Data Link Control ☒
 - b) High-Level Device Control
 - c) Hardware Link Device Control
 - d) None

4. LAN protocols include:
 - a) IEEE 802.3 ☒
 - b) IEEE 802.11 ☒
 - c) Both ☒
 - d) None
5. Hub operates at:
 - a) Physical layer ☒
 - b) Data link
 - c) Network
 - d) Transport
6. Switch operates at:
 - a) Physical
 - b) Data link ☒
 - c) Network
 - d) Transport
7. Bridge connects:
 - a) Two LANs ☒
 - b) Two computers
 - c) Router
 - d) None
8. FDDI uses:
 - a) Fiber optic ☒
 - b) Copper
 - c) Wireless
 - d) None
9. Fast Ethernet speed:
 - a) 10 Mbps
 - b) 100 Mbps ☒
 - c) 1 Gbps
 - d) 10 Gbps
10. Routing algorithm decides:
 - a) Path selection ☒
 - b) Bandwidth
 - c) Speed
 - d) None
11. Congestion control prevents:
 - a) Network overload ☒
 - b) Data loss
 - c) Security
 - d) None
12. Internetworking involves:
 - a) Connecting LANs/WANs ☒
 - b) Hardware only
 - c) Software only
 - d) None

13. Fragmentation occurs when:
- a) Packet > MTU ☒
 - b) Packet < MTU
 - c) Router fails
 - d) None
14. Firewall purpose:
- a) Network security ☒
 - b) Routing
 - c) Switching
 - d) None
15. IPV4 address length:
- a) 32 bits ☒
 - b) 64 bits
 - c) 128 bits
 - d) 16 bits
16. IPV6 address length:
- a) 32 bits
 - b) 64 bits
 - c) 128 bits ☒
 - d) 16 bits
17. ARP resolves:
- a) IP → MAC ☒
 - b) MAC → IP
 - c) Port → IP
 - d) None
18. RARP resolves:
- a) MAC → IP ☒
 - b) IP → MAC
 - c) Port → IP
 - d) None
19. Mobile IP enables:
- a) Device mobility ☒
 - b) Routing
 - c) Switching
 - d) None
20. Transport protocol for reliable communication:
- a) TCP ☒
 - b) UDP
 - c) ICMP
 - d) None
21. TCP provides:
- a) Connection-oriented ☒
 - b) Error checking ☒
 - c) Flow control ☒
 - d) All ☒

22. UDP provides:
- a) Connectionless ☒
 - b) No guarantee ☒
 - c) Both ☒
 - d) None
23. AAL of ATM:
- a) Adaptation layer ☒
 - b) Application layer
 - c) Transport layer
 - d) None
24. Network security includes:
- a) Cryptography ☒
 - b) Authentication ☒
 - c) Digital signatures ☒
 - d) All ☒
25. DES stands for:
- a) Data Encryption Standard ☒
 - b) Digital Encryption Standard
 - c) Data Encoding System
 - d) None
26. IDEA stands for:
- a) International Data Encryption Algorithm ☒
 - b) Data Encryption Algorithm
 - c) Information Encoding
 - d) None
27. Public key algorithm uses:
- a) Two keys ☒
 - b) One key
 - c) Both
 - d) None
28. Authentication ensures:
- a) Identity verification ☒
 - b) Data transfer
 - c) Speed
 - d) None
29. Digital signature ensures:
- a) Authentication ☒
 - b) Integrity ☒
 - c) Both ☒
 - d) None
30. Gigabit Ethernet speed:
- a) 100 Mbps
 - b) 1 Gbps ☒

- c) 10 Gbps
 - d) None
31. DNS resolves:
- a) Domain → IP ☒
 - b) IP → Domain
 - c) MAC → IP
 - d) None
32. Name servers store:
- a) Domain name info ☒
 - b) IP only
 - c) MAC only
 - d) None
33. Email privacy is ensured by:
- a) Encryption ☒
 - b) Routing
 - c) Firewall
 - d) None
34. SNMP stands for:
- a) Simple Network Management Protocol ☒
 - b) Secure Network
 - c) Standard Network
 - d) None
35. HTTP operates at:
- a) Application layer ☒
 - b) Transport
 - c) Network
 - d) Data link
36. HTTPS ensures:
- a) Secure HTTP ☒
 - b) Fast HTTP
 - c) Normal HTTP
 - d) None
37. LAN uses:
- a) Ethernet ☒
 - b) FDDI ☒
 - c) Both ☒
 - d) None
38. WAN connects:
- a) Large area networks ☒
 - b) Single computer
 - c) Router only
 - d) None
39. Fragmentation handled by:
- a) Network layer ☒
 - b) Transport

- c) Data link
 - d) None
40. IPV4 provides:
- a) 4 billion addresses ☒
 - b) 1 billion
 - c) 128 bit
 - d) None
41. IPV6 provides:
- a) 128-bit address ☒
 - b) 32-bit
 - c) 64-bit
 - d) None
42. TCP uses:
- a) Three-way handshake ☒
 - b) UDP
 - c) ICMP
 - d) None
43. UDP uses:
- a) No handshake ☒
 - b) Handshake
 - c) Connection-oriented
 - d) None
44. Firewalls can be:
- a) Packet filtering ☒
 - b) Proxy ☒
 - c) Both ☒
 - d) None
45. Cryptography converts:
- a) Plaintext → Ciphertext ☒
 - b) Ciphertext → Plaintext
 - c) Data only
 - d) None
46. VPN ensures:
- a) Secure private network ☒
 - b) Open network
 - c) LAN only
 - d) None
47. Transport layer manages:
- a) End-to-end communication ☒
 - b) Node-to-node
 - c) Data link
 - d) Physical
48. ARP used in:
- a) Local network ☒
 - b) Internet

- c) WAN
 - d) None
49. RARP used to:
- a) Assign IP from MAC ☒
 - b) Assign MAC
 - c) DNS
 - d) None
50. ICMP used for:
- a) Error reporting ☒
 - b) Data transfer
 - c) Encryption
 - d) None
51. SMTP used for:
- a) Sending emails ☒
 - b) Receiving emails
 - c) Browsing
 - d) None
52. POP3 used for:
- a) Receiving emails ☒
 - b) Sending emails
 - c) Browsing
 - d) None
53. IMAP used for:
- a) Receiving emails ☒
 - b) Sending
 - c) Browsing
 - d) None
54. VPN tunnel provides:
- a) Encrypted path ☒
 - b) Open path
 - c) Wireless path
 - d) None
55. Network congestion occurs due to:
- a) Excessive traffic ☒
 - b) Low traffic
 - c) Short cable
 - d) None
56. Routing algorithms include:
- a) Distance vector ☒
 - b) Link state ☒
 - c) Both ☒
 - d) None
57. MAC address is:
- a) Hardware address ☒
 - b) IP address

- c) Domain name
- d) None

58. IPv4 address written in:

- a) Dot-decimal ☒
- b) Hex
- c) Binary only
- d) None

59. IPv6 address written in:

- a) Hexadecimal ☒
- b) Decimal
- c) Binary
- d) None

60. Network layer provides:

- a) Logical addressing ☒
- b) Physical addressing
- c) Transport
- d) Application