Computer Architecture MCQs

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1. Which format is used to store data?
A. Hexadecimal
B. Octal
C. Decimal
D. BCD

☐ **Answer - Click Here:**

D

2. A computer add and compare data at _____?
A. CPU chip
B. Memory chip
C. Hard disk
D. Floppy disk

☐ **Answer - Click Here:**

A

3. _____ is the 8-bit encoding format used to store data in a computer:
A. ANCI
B. USCII
C. ASCII
D. EBCDIC

☐ **Answer - Click Here:**

D

4. What does a microcomputer system consist of?
A. Memory
B. Peripheral equipment
C. Microprocessor
D. All of these

☐ **Answer - Click Here:**

D

5. _____ is used in a source program:
A. Natural language
B. Assembly language
C. High-level language
D. Machine level language

☐ **Answer - Click Here:**

C

6. Which operation a CPU do **not perform?**
A. Arithmetic operation
B. Data transfer
C. Logic operation
D. All of these

☐ **Answer - Click Here:**

D

7. _____ is made of semiconductors:
A. Hard-disk
B. RAM
C. CD disk
D. Floppy disk

☐ **Answer - Click Here:**

B

8. What is a pipelining strategy called?
A. Instruction manipulation
B. Instruction decoding
c. Instruction prefetch
D. Instruction execution

☐ **Answer - Click Here:**

C

9. Fast & Small RAMs are known as:
A. Cache
B. Stacks
C. Heaps
D. Accumulators

☐ **Answer - Click Here:**

A

10. What is a stack?
A. 16-bit register in the microprocessor
B. 8-bit register in the microprocessor
C. 16-bit memory address stored in the program counter
D. set of memory locations in R/WM reserved for storing information temporarily during the execution of computer

☐ **Answer - Click Here:**

D

11. To store the intermediate results the ALU takes help from:
A. Registers
B. Accumulators
C. Stack
D. Heap

☐ **Answer - Click Here:**

B

12. What is a stack pointer?

A. The first memory location where a subroutine address is stored
B. A register in which flag bits are stored
C. 16-bit register in the microprocessor that indicates the beginning of the stack memory
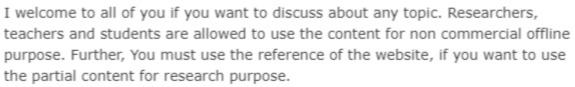D. A register that decodes and executes the 16-bit arithmetic expression

☐ Answer - Click Here:

C

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