Computer Architecture Important Question Answers

By: Prof. Fazal Rehman Shamil Last Modified: August 13, 2020

	_
Next	Page
· · · ·	· ugc

Previous Page

Computer Architecture Important Question Answers

1. What is the goal of a compiler?

- A. Be versatile
- B. Be able to detect even the smallest of errors
- C. Reduce the clock cycles for a programming task
- D. Reduce the size of the object code

Answer -	Click	Here:
----------	-------	-------

C

In every cache valid bit is associated with _____:

- A. Each memory word in a cache
- B. One bit with all memory words
- C. Each memory byte in the cache
- D. None of these

Answer - Click Here:	П	Answer	_	Click	Here:
----------------------	---	--------	---	-------	-------

C

3. What does SPEC stand for?

- A. System Performance Evaluation Corporation
- B. Standard Processing Enhancement Corporation
- C. Standard Performance Evaluation Code
- D. System Processing Enhancing Code
- ☐ Answer Click Here:

Α

4. The function K=J in J-K flip-flop is used to realize _____:

- A. T flip-flop
- B. Master-slave flip-flop
- C. D flip-flop
- D. S-R flip-flop
- ☐ Answer Click Here:

В

5. What is the reference system to find the performance of a system As of 2000?

- A. SUN SPARC
- B. SUN II
- C. Ultra SPARC 10
- D. None of these
- Answer Click Here:

Search

MCQS

MCQs - Database Systems

MCQs - Computer Network

MCQs Data Structures

MCQs-Computer Science Basics

MCQs - Computer Science

MCQs - English

MCQs - Biology

MCQs – Everyday Science

MCQs – General Knowledge

MCQs – Islamic studies

MCQs - Maths

MCQs - Physics

MCQs – Geography

MCQs - Economics

MCQs - Statistics

MCQs - Programming C Plus

Plus

MCQs - Ethics

MCQs - Visual Programming

MCQs - Management Sciences

MCQs - Social Studies

MCQs - Communication skills

MCQs - General

Engineering MCQs Homepage

Psychology MCQs

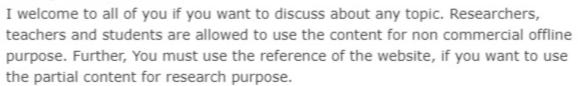
Philosophy Of Science

6. How many output lines an encoder has?
A. 2*n B. n*n
C. 2
D. n
☐ Answer - Click Here:
D
7. Where does the instruction gets stored during a looping operation?
A. System Heap
B. System Stack
C. Registers
D. Cache
☐ Answer - Click Here:
D
8. How many bits does ASCII code require for alphabet character?
A. 8
B. 7
C. 10 D. 12
0. 12
☐ Answer - Click Here:
В
9. What is the clock period of a processor clock if it is rated as 1250 million cycles per second? A. 8 * 10-10 sec B. 1.25 * 10-10 sec C. 1.6 * 10-9 sec D. 1.9 * 10-10 sec
Cycles per second? A. 8 * 10-10 sec B. 1.25 * 10-10 sec C. 1.6 * 10-9 sec
Cycles per second? A. 8 * 10-10 sec B. 1.25 * 10-10 sec C. 1.6 * 10-9 sec D. 1.9 * 10-10 sec
Cycles per second? A. 8 * 10-10 sec B. 1.25 * 10-10 sec C. 1.6 * 10-9 sec D. 1.9 * 10-10 sec
Cycles per second? A. 8 * 10-10 sec B. 1.25 * 10-10 sec C. 1.6 * 10-9 sec D. 1.9 * 10-10 sec
Cycles per second? A. 8 * 10-10 sec B. 1.25 * 10-10 sec C. 1.6 * 10-9 sec D. 1.9 * 10-10 sec Answer - Click Here: A 10. What one is the basic limitation of FSM? A. An FSM sometimes recognize grammars that are not regular B. It sometimes fails to recognize grammar that is regular C. An FSM can remember the arbitrary large amount of information
Cycles per second? A. 8 * 10-10 sec B. 1.25 * 10-10 sec C. 1.6 * 10-9 sec D. 1.9 * 10-10 sec Answer - Click Here: A 10. What one is the basic limitation of FSM? A. An FSM sometimes recognize grammars that are not regular B. It sometimes fails to recognize grammar that is regular C. An FSM can remember the arbitrary large amount of information D. All of the above comments are true
cycles per second? A. 8 * 10-10 sec B. 1.25 * 10-10 sec C. 1.6 * 10-9 sec D. 1.9 * 10-10 sec Answer - Click Here: A 10. What one is the basic limitation of FSM? A. An FSM sometimes recognize grammars that are not regular B. It sometimes fails to recognize grammar that is regular C. An FSM can remember the arbitrary large amount of information D. All of the above comments are true

12. The hexadecimal equivalent of a binary number 10101111 is:
A. 9E
B. 8C
C. AF
D. All of these
□ Answer - Click Here:
Allswei - Click fiele.
С
Next Page Previous Page
Prof. Fazal Rehman Shamil



CEO @ T4Tutorials.com



T4Tutorials.com Copyright © 2020.

All Copy Rights Reserved By T4Tutorials.com Back to Top ↑