Computer Architecture and Organization Solved MCQs

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Computer Architecture and Organization Solved MCQs Questions Answers

A top-level view of computer function and interconnection

1. The processing required for a single instruction is called an

- A. Instruction processing
- B. Instruction cycle
- C. Memory instruction
- D. None of them

The right answer is

B) Instruction cycle

2. The fetched instruction is loaded into a register in the processor known as the

- A. Memory
- B. kernel
- C. instruction register (IR)
- D. memory registers

Right answer is

C) Instruction registers

3. The processor may perform some arithmetic or logic operation on data is

- A. data processing
- B. control
- C. Processor
- D. None of them

Right answer is

A) Data processing

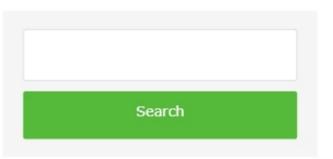
4. The contents of the AC are stored in a location

- A. 301
- B. 302
- C. 941
- D. 303

Right answer is

C) 941

5. The collection of paths connecting the various modules is called



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MCQs - Visual Programming

MCQs - Management Sciences

MCQs - Social Studies

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A. interconnections
3. communicating
C. joining
D. Interconnection structure
Right answer is
O) Interconnection structure
7. As with sequential access, direct access involves ————— mechanism
A. Read
3. Write
C. None
D. Both a and b
Right answer is
D) both a and b
3. The mapping function is easily implemented using the
A. Registers
3. Memory
C. Main memory address
D. None of them
Right answer is
C) Main memory address
9. The problem with write-back is that portions of the main memory are
A. valid
3. invalid
C. access
D. None of them
Right answer is
3) Invalid
10. The————— processor can be dynamically configured to support write-through caching.
A. Pentium 2
3. Pentium 3
C. Pentium 4
D. None of them
Right answer is
C) Pentium 4

11. The common form of read-mostly memory

A. EPROM
B. EEPROM
C. Flash memory
D. All of these
Right answer is
D) All of these
12. A more attractive form of read-mostly memory is
A. EPROM
B. EEPROM
C. Flash memory
D. None of them
Right answer is
B) EEPROM
13. A number of chips can be grouped together to form a
A. Main memory
B. Memory bank
C. Memory
D. None of them
Right answer is
B) Memory bank
14. EPROM stands for
A. Erasable programmable read-only memory
B. An electrically programmable read-only memory
C. Error programmable read-only memory
D. None of them
Right answer is
A) Erasable programmable read-only memory
15. SDRAM stands for
A. Static dynamic random access memory
B. System dynamic random access memory
C. Synchronous dynamic random access memory
D. Syndrome dynamic random access memory
Right answer is
C) Synchronous dynamic random access memory
C) Synchronous dynamic random access memory 16. There are typically hundreds of sectors per

C. Gaps						
D. Disk data						
Right answer is						
B) Track						
18. The information can then be scanned at the same rate by rotating the disk at a fixed speed, known as						
A. Constant angular velocity						
B. Multiple zone recording						
C. Disk data layout						
D. None of them						
Right answer is						
A) Constant angular velocity						
19. The $$ byte is a special bit pattern that delimits the beginning of the field.						
A. SYNCH						
B. ID						
C. 512						
D. 600						
Right answer is						
A) SYNCH						
A) SYNCH 20. A —————— disk can be removed and replaced with another disk						
20. A ————— disk can be removed and replaced with another disk						
20. A ————— disk can be removed and replaced with another disk A. Nonremovable						
20. A ————— disk can be removed and replaced with another disk A. Nonremovable B. Removable						
20. A disk can be removed and replaced with another disk A. Nonremovable B. Removable C. Single Sided						
20. A ————— disk can be removed and replaced with another disk A. Nonremovable B. Removable C. Single Sided D. Double Sided						
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B. Track

B. Output module
C. Both a and b
D. None of them
Right answer is
C) Both a and b
22. Suitable for communicating with remote devices
A. Communication
B. Machine-readable
C. Human readable
D. None of them
Right answer is
A) Communication
23. In how many classify external devices
A. Communication
B. Machine-readable
C. Human readable
D. All of these
Right answer is
D) All of these
24. The user provides input through the
A. Microphone
B. keyboard
C. monitor
D. none of them
Right answer is
B) Keyboard
25. An I/O module is often responsible for error detection and for subsequently reporting errors to the
A. Processor
B. Main memory
C. RAM
D. None of them
Right answer is
A) processor
26. The most important system program is the

A. Input module

A. MAC

B. Operating system
C. Linux
D. None of them
Right answer is
B) Operating system
27. How many layers of a Computer System
A. One
B. Two
C. Three
D. Four
Right answer is
D) Four
28. The access function must provide protection of resources and data from ————— users
A. Unauthorized
B. Authorized
C. End
D. None of them
Right answer is
a) Unauthorized
29. How many types of errors
A. Internal and external hardware errors
B. Memory errors
C. Device failure
D. All of these
Right answer is
D) All of these
30. Addition proceeds as if the two numbers were unsigned integers
A. Integers
B. Signed integers
C. Unsigned integers
D. None of them
Right answer is
C) Unsigned integers
31. Starting at any number on the circle, we can add positive k (or subtract negative k) to that number by moving k positions————

A. clockwise

B. anticlockwise
C. counterclockwise
D. none of them
Right answer is
a) clockwise
32. Compared with addition and subtraction, multiplication is a complex operation, whether performed in ———————
A. software
B. hardware
C. both a and b
D. None of them
Right answer is
C) both a and b
33. Addition proceeds as if the two numbers were unsigned integers
A. Integers
B. Signed integers
C. Unsigned integers
D. None of them
Right answer is
C) Unsigned integers
34. Starting at any number on the circle, we can add positive k (or subtract
negative k) to that number by moving k positions ————
A. clockwise
A. clockwise B. anticlockwise
A. clockwise B. anticlockwise C. counterclockwise
A. clockwise B. anticlockwise C. counterclockwise D. none of them
A. clockwise B. anticlockwise C. counterclockwise D. none of them Right answer is
A. clockwise B. anticlockwise C. counterclockwise D. none of them Right answer is A) clockwise 35. Compared with addition and subtraction, multiplication is a complex
A. clockwise B. anticlockwise C. counterclockwise D. none of them Right answer is A) clockwise 35. Compared with addition and subtraction, multiplication is a complex operation, whether performed in ——————
A. clockwise B. anticlockwise C. counterclockwise D. none of them Right answer is A) clockwise 35. Compared with addition and subtraction, multiplication is a complex operation, whether performed in ————— A. software
A. clockwise B. anticlockwise C. counterclockwise D. none of them Right answer is A) clockwise 35. Compared with addition and subtraction, multiplication is a complex operation, whether performed in —————— A. software B. hardware
A. clockwise B. anticlockwise C. counterclockwise D. none of them Right answer is A) clockwise 35. Compared with addition and subtraction, multiplication is a complex operation, whether performed in —————— A. software B. hardware C. both a and b
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36. We have seen that addition and subtraction can be performed on numbers

A. integers
B. signed integers
C. unsigned integers
D. none of them
Right answer is
C) unsigned integers
37. The division is somewhat more ————— than multiplication
A. complex
B. easy
C. different
D. harder
Right answer is
A) complex
38. The operation is specified by a binary code, known as the
A. operation code or opcode
B. source operand reference
C. result operand reference
D. None of them
Right answer is
A) operation code or opcode
39. In most cases, the next instruction to be fetched immediately follows the
A. Back instruction
B. current instruction
C. next instruction
D. none of them
Right answer is
B) current instruction
40. During instruction execution, an instruction is read into an $$ in the processor
A. Memory buffer register (MBR)
B. Address register (AD)
C. instruction register (IR)
D. index register (IR)
Right answer is
C) instruction register (IR)

41. These operations are performed primarily on data in

in twos complement notation by treating them as

A. Random access memory
B. main memory
C. processor registers
D. none of them
Right answer is
C) processor registers
42. The various types of data upon which operations are performed is called
A. <u>Data types</u>
B. Operation repertoire
C. Instruction format
D. None of them
Right answer is
A) data type
43. We have seen that addition and subtraction can be performed on numbers in twos complement notation by treating them as
A. integers
B. signed integers
C. unsigned integers
D. none of them
Right answer is
C) unsigned integers
44. The division is somewhat more ————— than multiplication
A. complex
B. easy
C. different
D. harder
Right answer is
A) complex
45. The most common addressing techniques
A. Stack
B. Direct
C. Indirect
D. All of these
Right answer is
D) All of these

46. Different opcodes will use different

C. effective address
D. none of them
Right answer is
A) addressing modes
47. The disadvantage of the immediate addressing is that the size of the number is restricted to the size of the
A. Modes
B. Operand field
C. address field
D. registers
Right answer is
C) address field
48. The most common uses of displacement addressing
A. Relative addressing
B. Base-register addressing
C. Indexing
D. All of these
Right answer is
D) All of these
49. For this addressing method, indexing is not used.
A. Offset
B. Preindex
C. Postindex
D. None of them
Right answer is
A) Offset
50. The processor reads an instruction from memory (register, cache, main memory).
A. Fetch instruction
B. Fetch data
C. Process data
D. Interpret instruction
Right answer is
A) Fetch instruction
51. ————— may be used only to hold data and cannot be employed in

A. addressing modes

B. mode fields

A. Arithmetic register
3. Data registers
C. Index register
D. None of them
Right answer is
3) Data registers
52. Condition code bits are collected into one or more————
A. Registers
3. Address
C. Flags
D. Codes
Right answer is
A) registers
53. Contains a word of data to be written to memory or the word most recently read is
A. Program counter
3. Instruction register
C. Memory address register
D. Memory buffer register
Right answer is
D) memory buffer register
54. Interpret the opcode and perform the indicated operation.
A. Fetch
3. Execute
C. Interpret
D. None of them
Right answer is
3) Execute
55. These determine the functions to be performed by the processor and its nteraction with memory.
A. Operation Performed
3. Operands used
C. Execution sequencing
D. None of them
Right answer is
A) operation performed

56. The use of a large set of registers should decrease the need to access

A. Operations
B. Memory
C. Register
D. None of them
Right answer is
B) memory
57. A ————— is defined to be the time it takes to fetch two operands from registers, perform an ALU operation, and store the result in a register.
A. Machine instruction
B. Machine cycle
C. Instruction register
D. Register operation
Right answer is
B) Machine cycle
58. The stages of the pipeline are an instruction————— and an ————— that executes the instruction
A. fetch
B. execute/memory
B. execute/memory C. both a and b
C. both a and b
C. both a and b D. none of them
C. both a and b D. none of them Right answer is
C. both a and b D. none of them Right answer is C) both a and b 59. For many years, the general trend in computer architecture and
C. both a and b D. none of them Right answer is C) both a and b 59. For many years, the general trend in computer architecture and organization has been toward increasing processor complexity
C. both a and b D. none of them Right answer is C) both a and b 59. For many years, the general trend in computer architecture and organization has been toward increasing processor complexity A. Instruction
C. both a and b D. none of them Right answer is C) both a and b 59. For many years, the general trend in computer architecture and organization has been toward increasing processor complexity A. Instruction B. Addressing Modes
C. both a and b D. none of them Right answer is C) both a and b 59. For many years, the general trend in computer architecture and organization has been toward increasing processor complexity A. Instruction B. Addressing Modes C. Specialized registers