



**CS-401 Assembly Language  
Update MCQS For Quiz-3 File  
Solve By Vu Topper RM**



**80 To 100% Marks**



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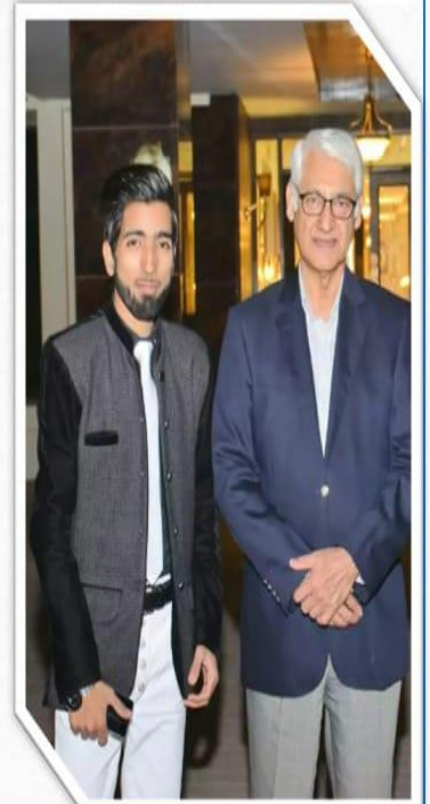
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**Question No:1**

**(Marks:1)**

**Vu-Topper RM**

The instruction for permanent diversion in Intel 8088 is \_\_\_\_\_.

- A. Rot
- B. Mov
- C. Call

**D. Jump**

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**Question No:2**

**(Marks:1)**

**Vu-Topper RM**

There are \_\_\_\_\_ types of address wraparound.

**A. 2**

**Page 29**

- B. 4
- C. 6
- D. 8

**Question No:3**

**(Marks:1)**

**Vu-Topper RM**

The top of stack is contained in \_\_\_\_\_ register.

- A. Bx
- B. Sp
- C. Ax
- D. Bp

**Page 63**

**Question No:4**

**(Marks:1)**

**Vu-Topper RM**

There are \_\_\_\_\_ registers in Intel 8088 that can hold the address of data.

**A. 4**

**Page 22**

- B. 8
- C. 10
- D. 12

**Question No:5**

**(Marks:1)**

**Vu-Topper RM**

"mov [bp], al" moves the one byte contents of the AL register to the address contained in the BP register in the current \_\_\_\_\_.

A. Data segment.

**B. Stack segment.**

**Page 27**

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- C. Code segment.
- D. Extra segment.

**Question No:6** (Marks:1) **Vu-Topper RM**

Which of the following is the number of operands for ADC (Add with Carry) instruction?

- A. 1
- B. 2**
- C. 3
- D. 4

**Page 48**

**Question No:7** (Marks:1) **Vu-Topper RM**

The jump is taken if the last arithmetic operation has changed the sign unexpectedly.

- A. JZN
- B. JZ
- C. JNO
- D. JO**

**Page 35**

**Question No:8** (Marks:1) **Vu-Topper RM**

Which of the following is shifted right in the 4-bit multiplication algorithm?

- A. Multiplicand
- B. Multiplier**
- C. RCL
- D. OLC

**Page 46**

**Question No:9** (Marks:1) **Vu-Topper RM**

Which of the following is an illegal instruction?

- A. Mov BX, 10
- B. MOV AX, BX**
- C. MOV AX, 65
- D. MOV AX, [BX+BP]

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**Question No:10**

**(Marks:1)**

**Vu-Topper RM**

Extended Shifting Algorithm consists of:

A. 4 instructions

**B. 2 instructions**      **Page 48**

C. 1 instruction

D. 5 instructions

**Question No:11**

**(Marks:1)**

**Vu-Topper RM**

All the addressing mechanisms in iAPX88 return a number called the \_\_\_\_\_ address.

A. Faulty

B. Direct

C. Indirect

**D. Effective**      **Page 25**

**Question No:12**

**(Marks:1)**

**Vu-Topper RM**

Call instruction takes \_\_\_\_\_ argument(s).

A. 0

**B. 1**      **Page 64**

C. 2

D. 3

**Question No:13**

**(Marks:1)**

**Vu-Topper RM**

With the execution of CALL instruction, the value of \_\_\_\_\_ is decremented by 2.

**A. SP**      **Page 66**

B. BX

C. CX

D. DX

**Question No:14**

**(Marks:1)**

**Vu-Topper RM**

Which bit of the attribute byte represents the red component of foreground color?

**A. 2**      **Page 73**

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- B. 4
- C. 6
- D. 8

**Question No:15**

**(Marks:1)**

**Vu-Topper RM**

In MUL instruction, if the source operand is a byte, then the result is returned in \_\_\_\_\_ and \_\_\_\_\_.

- A. AH,AL** **Page 79**
- B. AX,BL
- C. HL,AX
- D. AH,LX

**Question No:16**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is also called intro-segment call?

- A. Far call
- B. Near call** **Page 72**
- C. Short call
- D. Long call

**Question No:17**

**(Marks:1)**

**Vu-Topper RM**

Which bit of the attribute byte represents the Blinking of foreground character?

- A. 7** **Page 73**
- B. 1
- C. 3
- D. 5

**Question No:18**

**(Marks:1)**

**Vu-Topper RM**

Which bit of the attribute byte represents the Red component of background color?

- A. 2
- B. 4
- C. 8
- D. 6** **Page 7**

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**Question No:19**

**(Marks:1)**

**Vu-Topper RM**

Which bit of the attribute byte represents the Green component of background color?

A. 3

**B. 5**      **Page 73**

C. 9

D. 11

**Question No:20**

**(Marks:1)**

**Vu-Topper RM**

Which bit of the attribute byte represents the Blue component of background color?

**A. 4**

**Page 73**

B. 6

C. 8

D. 10

**Question No:21**

**(Marks:1)**

**Vu-Topper RM**

Which bit of the attribute byte represents the Intensity component of foreground color?

**A. 3**

**Page 73**

B. 4

C. 5

D. 6

**Question No:22**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ can be used to check whether particular bits of a number are set or not.

A. OR

**B. AND**

**Page 52**

C. NOT

D. XOR

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**Question No:23**

**(Marks:1)**

**Vu-Topper RM**

RET Instruction takes \_\_\_\_\_ argument(s).

**A. 0 Page 64**

B. 1

C. 2

D. 3

**Question No:24**

**(Marks:1)**

**Vu-Topper RM**

When the RET instruction is executed, it recovers the value of the \_\_\_\_\_ from the stack.

A. Current instruction

B. Accumulator register

C. Previous instruction

**D. Instruction pointer Page 68**

**Question No:25**

**(Marks:1)**

**Vu-Topper RM**

Stack is a data structure that behaves in a First in Last ..... manner.

A. In

B. Add

**C. Out Page 67**

D. Posh

**Question No:26**

**(Marks:1)**

**Vu-Topper RM**

In \_\_\_\_\_ operation, the Most Significant Bit (MSB) is inserted from the right, causing every bit to move one position to the left. The MSB is also copied into the carry flag.

**A. ROR Page 45**

B. RCL

C. CLR

D. LOR

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**Question No:27**

**(Marks:1)**

**Vu-Topper RM**

We can convert a digit into its ASCII representation by adding \_\_\_\_\_ to it.

- A. 0X05
- B. 0X10
- C. 0X20

**D. 0x30 Page 80**

**Question No:28**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ function decrements SP (the stack pointer) by two, and then transfers a word from the source operand to the top of stack now pointed to by SP.

- A. RET
- B. POP
- C. CALL

**D. PUSH Page 71**

**Question No:29**

**(Marks:1)**

**Vu-Topper RM**

In 8088, there is a \_\_\_\_\_ stack.

- A. Stagnant
- B. Incrementing

**C. Decrementing Page 68**

D. Semi-automatic

**Question No:30**

**(Marks:1)**

**Vu-Topper RM**

There are \_\_\_\_\_ byte(s) for each character on the screen.

**A. 2 Page 87**

- B. 4
- C. 1
- D. 5

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**Question No:31**

**(Marks:1)**

**Vu-Topper RM**

In case of DIV BX instruction, the quotient is stored in \_\_\_\_\_ register.

**A. AX Page 85**

B. DX

C. AL

D. BL

**Question No:32**

**(Marks:1)**

**Vu-Topper RM**

Call Instruction takes a \_\_\_\_\_ as an argument.

**A. Label Page 64**

B. source register

C. memory address

D. destination register

**Question No:33**

**(Marks:1)**

**Vu-Topper RM**

A decrementing stack moves from \_\_\_\_\_ to \_\_\_\_\_ addresses as elements are added in it.

A. lower, higher

**B. higher, lower Page 68**

C. positive, negative

D. negative, positive

**Question No:34**

**(Marks:1)**

**Vu-Topper RM**

Which of the following operations is used to set any specific bit in a binary number?

**A. OR Page 59**

B. AND

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- C. NOT
- D. XOR

**Question No:35**

**(Marks:1)**

**Vu-Topper RM**

Which of the following operations is used to clear any specific bit in a binary number?

- A. AND**      **Page 59**
- B. XOR
- C. NOT
- D. NAND

**Question No:36**

**(Marks:1)**

**Vu-Topper RM**

Which of the following string instructions is generally used in a loop instead of REP prefix?

- A. SCAS
- B. CMPS
- C. STOS
- D. LODS**      **Page 92**

**Question No:37**

**(Marks:1)**

**Vu-Topper RM**

What the following piece of code does?

- A. Shl word [multiplicand], 1
- B. Extended Shift right
- C. Rcl word [multiplicand+2], 1
- D. Extended Shift left**      **Page 58**

**Question No:38**

**(Marks:1)**

**Vu-Topper RM**

In MUL instruction, if the source operand is a word, then it is multiplied with \_\_\_\_\_ register.

- A. AX**      **Page 87**

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- B. AH
- C. AL
- D. BL

**Question No:39**

**(Marks:1)**

**Vu-Topper RM**

When the operand of DIV instruction is in 16 bits, then the implied dividend will be in \_\_\_\_\_.

- A. AX
- B. EX:AX
- C. DX:AX**
- D. DX:BX

**Page 85**

**Question No:40**

**(Marks:1)**

**Vu-Topper RM**

What does the PUSH operation do?

- A. It increments the stack pointer
- B. It increments the stack segment
- C. It copies the operand on the stack**
- D. It deletes the operand from the stack

**Page 68**

**Question No:41**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is an incorrect XOR operation?

- A. XOR AX
- B. XOR BX,AX**
- C. XOR AX, BX
- D. XOR BYTE [VAR], 5

**Page 59**

**Question No:42**

**(Marks:1)**

**Vu-Topper RM**

Stack Pointer is \_\_\_\_\_, when the ret instruction is executed.

- A. divided by 2

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- B. multiplied by 2
- C. decremented by 2

**D. incremented by 2** **Page 68**

**Question No:43** (Marks:1) **Vu-Topper RM**

The operand of \_\_\_\_\_ is called the source operand because the data moves to the stack from the operand.

- A. RET
- B. CALL
- C. POP

**D. PUSH** **Page 71**

**Question No:44** (Marks:1) **Vu-Topper RM**

The memory on video controller is accessible to the processor by the \_\_\_\_\_ bus.

- A. Cache
- B. Control

**C. System** **Page 80**

D. Virtual memory

**Question No:45** (Marks:1) **Vu-Topper RM**

The operand of POP is called the \_\_\_\_\_ because the data is moving from the stack to the operand.

- A. Source
- B. Increment
- C. Decrement

**D. Destination** **Page 71**

**Question No:46** (Marks:1) **Vu-Topper RM**

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In a video memory, each screen location corresponds to \_\_\_\_\_ byte(s).

- A. One
- B. Two**
- C. Four
- D. Eight

**Page 74**

**Question No:47** (Marks:1) **Vu-Topper RM**

The iAP888 architecture consists of \_\_\_\_\_ register.

- A. 12
- B. 14**
- C. 16
- D. 10

**Page 15**

**Question No:48** (Marks:1) **Vu-Topper RM**

The unit of stack operations in iAPX88 is a \_\_\_\_\_.

- A. Bit
- B. Byte
- C. Word**
- D. Double word

**Page 68**

**Question No:49** (Marks:1) **Vu-Topper RM**

In XOR operation, the output is 1 if both inputs are \_\_\_\_\_.

- A. Same
- B. True
- C. False
- D. Different**

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**Question No:50** (Marks:1) **Vu-Topper RM**

Which of the following instructions allows code reusability in 8088?

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- A. RET
- B. MOV
- C. ADD
- D. CALL**

**Page 64**

**Question No:51**

**(Marks:1)**

**Vu-Topper RM**

Which bit of the attribute byte represents the green component of foreground color?

- A. 0
- B. 1**
- C. 2
- D. 3

**Page 73**

**Question No:52**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is also called intra-segment call?

- A. Far call
- B. Near call**
- C. Short call
- D. Long call

**Page 72**

**Question No:53**

**(Marks:1)**

**Vu-Topper RM**

The stack of iAPX88 works on ----- sized elements.

- A. Byte
- B. Nibble
- C. Word**
- D. Paragraph

**Page 68**

**Question No:54**

**(Marks:1)**

**Vu-Topper RM**

In 8051, there is an \_\_\_\_\_ stack.

- A. Stagnant

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- B. Decrementing
- C. Semi-automatic

**D. Incrementing**      **Page 68**

**Question No:55**      **(Marks:1)**      **Vu-Topper RM**

The maximum parameters a subroutine can receive are \_\_\_\_\_  
when all the general purpose registers are used.

- A. 1
- B. 3
- C. 5

**D. 7**      **Page 64**

**Question No:56**      **(Marks:1)**      **Vu-Topper RM**

Which bit is attribute but representing the blue component of  
foreground color

- A. 0**
- B. 1
- C. 2
- D. 3

**Page 73**

**Question No:57**      **(Marks:1)**      **Vu-Topper RM**

How many characters are defined by the standard ASCII?

- A. 32
- B. 64
- C. 132

**D. 128**      **Page 71**

**Question No:58**      **(Marks:1)**      **Vu-Topper RM**

Which of the following statement is used to clear the value of AX  
register,

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- A. NOT AX
- B. XOR AX,0**
- C. XOR AX, AX
- D. AND AX, AX

**Question No:59** (Marks:1) **Vu-Topper RM**

MUL instruction performs an unsigned multiplication of the source operand and the \_\_\_\_\_.

- A. Base
- B. Carry
- C. Accumulator**
- D. Word at ES:DI

**Question No:60** (Marks:1) **Vu-Topper RM**

The clear screen operation initializes whole block of video memory to

- A. 0417
- B. 0714
- C. 0721**
- D. 0174

**Question No:61** (Marks:1) **Vu-Topper RM**

Which of the following elements will come out first using the POP instruction if 6,3,5,8,4,7 and 9 were pushed on the stack?

- A. 9**
- B. 8
- C. 7
- D. 6

**Question No:62** (Marks:1) **Vu-Topper RM**

To convert the case of a character, we add or subtract

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\_\_\_\_\_ from its ASCII code.

**A. 0X20**

B. 0X10

C. 0X41

D. 0X30

**Question No:63**

**(Marks:1)**

**Vu-Topper RM**

Scrolling is the process of moving one or more lines towards the top or bottom of the screen, and the new line that appears on the top or bottom is\_\_\_\_\_.

**A. Cleared**

B. Add

C. Different

D. None of these

**Question No:64**

**(Marks:1)**

**Vu-Topper RM**

8051 by the same manufacturer has an\_\_\_\_\_ stack

**A. Incrementing**

B. Decrementing

C. Both

D. None of these

**Question No:65**

**(Marks:1)**

**Vu-Topper RM**

Mov [1234] ax is an example of --- addressing.

**A. Direct**

B. Undirect

C. Pointer

D. Physical

**Question No:66**

**(Marks:1)**

**Vu-Topper RM**

How many are the functions of a register.

**A. Four**

B. Five

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- C. One
- D. Two

**Question No:67**

**(Marks:1)**

**Vu-Topper RM**

B80500, B8 was the opcode and

- A. 0500**
- B. 5000
- C. 0055
- D. 0505

**Question No:68**

**(Marks:1)**

**Vu-Topper RM**

This precise synchronization between the processor and the memory is the responsibility of the

- A. Control bus**
- B. System bus
- C. Logical bus
- D. Digital bus

**Question No:69**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is not a valid instruction in assembly language?

- A. MOV AX, 55
- B. MOV AX, BX
- C. MOV CS, 0xb800**
- D. MOV BX, AX

**Question No:70**

**(Marks:1)**

**Vu-Topper RM**

By default, BP is associated with \_\_\_\_\_.

- A. CS
- B. SS
- C. IP
- D. SP**

**Question No:71**

**(Marks:1)**

**Vu-Topper RM**

Execution of CALL instruction affects \_\_\_\_\_ number of bits in Flags register.

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**A. 1**

B. 2

C. 3

D. 4

**Question No:72**

**(Marks:1)**

**Vu-Topper RM**

If AND operation is performed between AX and BX, then how many AND operations will be performed in total?

A. 2

B. 8

**C. 16**

D. 32

**Question No:73**

**(Marks:1)**

**Vu-Topper RM**

Which of the following cannot be pushed on the stack?

**A. 1 byte**

B. 2 byte

C. 3 byte

D. 4 byte

**Question No:74**

**(Marks:1)**

**Vu-Topper RM**

Call instruction changes the values of \_\_\_\_\_ and \_\_\_\_\_ registers.

**A. IP,SP**

B. IP,DX

C. IP,AX

D. IP,AL

**Question No:75**

**(Marks:1)**

**Vu-Topper RM**

Which combination will you prefer to obtain the physical address of the stack?

A. SP:SI

B. SS:SI

C. SP:DI

**D. SS:SP**

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**Question No:76**

**(Marks:1)**

**Vu-Topper RM**

Which of the following instructions is used for non-destructive AND operation?

- A. CMP
- B. ADC
- C. TEST**
- D. NAND

**Question No:77**

**(Marks:1)**

**Vu-Topper RM**

When the control is transferred to a subroutine?

- A. When the return address is recovered
- B. After the arguments are pushed on the stack**
- C. When the instruction pointer is not available
- D. After the arguments are popped out from the stack

**Question No:78**

**(Marks:1)**

**Vu-Topper RM**

What is the content of stack pointer?

- A. Address of the next instruction
- B. Address of the current instruction
- C. Address of the top element of the stack**
- D. Address of the lower element of the stack

**Question No:79**

**(Marks:1)**

**Vu-Topper RM**

A 16-bit processor has an accumulator of:

- A. Bit Page 12**
- B. Byte
- C. Rate
- D. Value

**Question No:80**

**(Marks:1)**

**Vu-Topper RM**

The maximum amount of memory accessible using 8085 processor is

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**A. 64 KB**

**Page 15**

B. 46 MB

C. 66 KB

D. 64 BK

**Question No:81**

**(Marks:1)**

**Vu-Topper RM**

VGA stands for \_\_\_\_\_.

**A. Video Graphics Adapter**

**Page 72**

B. Visual Graphics Adapter

C. Video Graphics Application

D. Video Graphic Accumulator

**Question No:82**

**(Marks:1)**

**Vu-Topper RM**

The \_\_\_\_ flag has a special role in debugging.

**Trap Page 17**

**Question No:83**

**(Marks:1)**

**Vu-Topper RM**

IAPX88 stands for \_\_\_\_\_.

A. Intel Active Processor Extensions 88

B. Intel Advanced Processor External 88

C. Intel Advanced Process Extensions 88

**D. Intel Advanced Processor Extensions 88 Page 14**

**Question No:84**

**(Marks:1)**

**Vu-Topper RM**

In \_\_\_\_\_, every bit moves one position to the right, and the bit dropped from the right is inserted at the left. The dropped bit is also copied into the carry flag.

A. Rotate Left (ROL)

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**B. Rotate Right (ROR)**

**Page 53**

C. Rotate through Carry Left (RCL)

D. Rotate through Carry Right (RCR)

**Question No:85**

**(Marks:1)**

**Vu-Topper RM**

Which of the following registers hold the address of data in Intel Boss?

**BX, BP, SI and DI**

**Page 30**

**Question No:86**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is the general form of addressing?

**Base + Index + Offset**

**Page 35**

**Question No:87**

**(Marks:1)**

**Vu-Topper RM**

All mathematical and logical operations are performed on the:

**Accumulator**

**Page 12**

**Question No:88**

**(Marks:1)**

**Vu-Topper RM**

Which of the following register is used to hold the address of the next instruction to be executed?

**Program Counter**

**Page 13**

**Question No:89**

**(Marks:1)**

**Vu-Topper RM**

REPE and REPNE prefixes are only meaningful with \_\_\_\_\_.

A. MOV

B. LODS

C. STOS

**D. CMPS**

**Page 93**

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**Question No:90**

**(Marks:1)**

**Vu-Topper RM**

In Shift logical Left (SHL), the \_\_\_\_\_ bit is dropped into the carry flag.

- A. Least significant
- B. Most significant**
- C. Third least significant
- D. Second least significant

**Page 52**

**Question No:91**

**(Marks:1)**

**Vu-Topper RM**

In STOS, the implied source operand always resides in \_\_\_\_\_.

- A. BL or BX
- B. CL or CX
- C. AL or AX**
- D. DL or DX

**Page 92**

**Question No:92**

**(Marks:1)**

**Vu-Topper RM**

Which of following is an illegal assembly instruction?

- A. mov al, bl
- B. mov ax, bx
- C. mov [num1], al
- D. mov [num1], [num2]**

**Page 30**

**Question No:93**

**(Marks:1)**

**Vu-Topper RM**

sub sp, 2

The above instruction is used to perform a \_\_\_\_\_ operation on stack.

- A. RET

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B. POP

**C. PUSH** Page76

D. RET N

**Question No:94**

**(Marks:1)**

**Vu-Topper RM**

In direct addressing, the memory address given in the instruction is

\_\_\_\_\_.

**A. fixed** Page 28

B. Empty

C. Register

D. Variable

**Question No:95**

**(Marks:1)**

**Vu-Topper RM**

Which of the following are the basic bitwise logical operations?

**AND, OR, XOR, and NOT** Page 58

**Question No:96**

**(Marks:1)**

**Vu-Topper RM**

To convert the case of character, we add or subtract \_\_\_\_\_ from its ASCII code.....

**0x20** Page 80

**Question No:97**

**(Marks:1)**

**Vu-Topper RM**

When the relative address stored with the instruction is in 16-bits, the jump is called a \_\_\_\_\_ jump.

A. Far

**B. Near** Page 45

C. Long

D. Short

**Question No:98**

**(Marks:1)**

**Vu-Topper RM**

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Registers are storage cells \_\_\_\_\_.

- A. inside the memory
- B. inside the processor** **Page 11**
- C. outside the processor
- D. both inside and outside the processor

**Question No:99**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ subtracts one from the operand.

- A. MCE
- B. Shift
- C. DEC** **Page 47**
- D. Modulus

**Question No:100**

**(Marks:1)**

**Vu-Topper RM**

STI stands for?

**Set the Interrupt flag**

**Question No:101**

**(Marks:1)**

**Vu-Topper RM**

A symbol associated to a point in the program is called a \_\_\_\_\_.

- A. Stack
- B. Label** **Page 17**
- C. Jump
- D. Subroutines

**Question No:102**

**(Marks:1)**

**Vu-Topper RM**

CX register is mostly used as a \_\_\_\_\_ register.

- A. Flag
- B. Base

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**C. Counter Page 32**

D. Destination

**Question No:103**

**(Marks:1)**

**Vu-Topper RM**

Whenever an instruction needs a memory source, \_\_\_\_\_ holds the pointer to it.

A. ES:DI

**B. DS:SI Page 91**

C. EX:DX

D. DS:SP

**Question No:104**

**(Marks:1)**

**Vu-Topper RM**

Keeping in view the downward compatibility between the two systems, the codes written for the Intel 8088 are \_\_\_\_\_ on the Intel 386 processor.

**A. Valid Page 14**

B. Altered

C. Invalid

D. Control

**Question No:105**

**(Marks:1)**

**Vu-Topper RM**

In multiplication algorithm, we take the first digit of the multiplier and multiply it with the \_\_\_\_\_.

A. Result

B. Divider

C. Remainder

**D. Multiplicand Page 43**

**Question No:106**

**(Marks:1)**

**Vu-Topper RM**

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The ordering of a program's instructions is ensured by the \_\_\_\_\_ register.

- A. Flags
- B. Index
- C. Stack Pointer

**D. Program Counter Page 13**

**Question No:107 (Marks:1) Vu-Topper RM**

When an element is pushed on the stack, SP is decremented by

\_\_\_\_\_.

- A. 1
- B. 2**
- C. 3
- D. 4

**Page 68**

**Question No:108 (Marks:1) Vu-Topper RM**

In iAPX88, \_\_\_\_\_ flag is specifically related to string instructions.

**Direction Page 17**

**Question No:109 (Marks:1) Vu-Topper RM**

Which of following conditional jump is not dependant on any flag?

- A. JP
- B. JPE
- C. RCL

**D. JCXZ Page 43**

**Question No:110 (Marks:1) Vu-Topper RM**

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In \_\_\_\_\_ operation, a zero is inserted from the left and every bit moves one position to the right. The right most bit is dropped into the carry flag.

A. Shift logical Left (SHL)

**B. Shift Logical Right (SHR) Page 52**

C. Shift Arithmetic Left (SAL)

D. Shift Arithmetic Right (SAR)

**Question No:111**

**(Marks:1)**

**Vu-Topper RM**

Which of the following flags sets when a larger number is subtracted from a smaller number?

A. SP

**B. CF Page 88**

C. ZF

D. OF

**Question No:112**

**(Marks:1)**

**Vu-Topper RM**

Which of the following bit is dropped into the carry flag after the execution of "Shift Logical Right" operation?

A. 0 bit

B. 1 bit

C. Left most bit

**D. Right most bit Page 52**

**Question No:113**

**(Marks:1)**

**Vu-Topper RM**

In ADC instruction, there are \_\_\_\_\_.

A. two registers only

B. two operands and the ZF

C. two registers and one memory location

**D. Two operands and the CF Page 57**

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**Question No:114**

**(Marks:1)**

**Vu-Topper RM**

The most convenient place to store local variables is \_\_\_\_\_.

**A. Stack** **Page 75**

B. Registers

C. Main memory

D. Cache memory

**Question No:115**

**(Marks:1)**

**Vu-Topper RM**

The segment:offset pair is called a/an \_\_\_\_\_ address.

A. Virtual

**B. Logical** **Page 22**

C. Physical

D. Effective

**Question No:116**

**(Marks:1)**

**Vu-Topper RM**

The extra bit produced as a result of an arithmetic operation that does not fit in the target register is stored in:

**Carry flag** **Page 16**

**Question No:117**

**(Marks:1)**

**Vu-Topper RM**

Cell width refers to the total number of bits in a memory cell while the total number of cells is called the \_\_\_\_\_.

**A. Depth** **Page 10**

B. Cell width

C. Cell Height

D. Cell Length

**Question No:118**

**(Marks:1)**

**Vu-Topper RM**

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Intel 8085 can access up to ----- of memory, whereas Intel 8088 can access up to ----- of memory.

**64 KB, 1 MB**      **Page 15**

**Question No:119**      **(Marks:1)**      **Vu-Topper RM**

The base pointer accesses local variables using \_\_\_\_\_ offsets.

- A. Fixed
- B. Positive

**C. Negative**      **Page 75**

- D. Incremental

**Question No:120**      **(Marks:1)**      **Vu-Topper RM**

ASCII table is the contiguous arrangement of the uppercase alphabets (41-5A), the lowercase alphabets(61-7A), and the numbers

- A. 31-40
- B. 29-39

**C. 30-39**      **Page 80**

- D. 31-41

**Question No:121**      **(Marks:1)**      **Vu-Topper RM**

The correct instruction to subtract with borrow is \_\_\_\_\_.

- A. SB

**B. SBB**      **Page 57**

- C. SWB

- D. SUBB

**Question No:122**      **(Marks:1)**      **Vu-Topper RM**

mov [1234], ax is an example of \_\_\_\_\_ addressing.

**A. Direct**      **Page 27**

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- B. base + index
- C. register indirect
- D. base register indirect

**Question No:123**

**(Marks:1)**

**Vu-Topper RM**

Which of the following bus is used to inform the memory that whether processor wants to read data or write data?

- A. Data Bus
- B. Control Bus**
- C. Function Bus
- D. Address Bus

**Page 9**

**Question No:124**

**(Marks:1)**

**Vu-Topper RM**

In far jump,-----.

**both offset and segment are given**

**Page 46**

**Question No:125**

**(Marks:1)**

**Vu-Topper RM**

A value 0500 is stored in memory. If we transfer this value to a general-purpose register, then it will be shown as:

- A. 0050
- B. 0005**
- C. 0500
- D. 5000

**Page 28**

**Question No:126**

**(Marks:1)**

**Vu-Topper RM**

In which of the following addressing, both registers are not constant?

- A. Base + Index**
- B. Index + offset
- C. Base + offset
- D. Base + offset + Index

**Page 36**

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**Question No:127**

**(Marks:1)**

**Vu-Topper RM**

The number of \_\_\_\_\_ in a cell is called the cell width.

**A. Bits Page 2**

B. Word

C. Bytes

D. Nibbles

**Question No:128**

**(Marks:1)**

**Vu-Topper RM**

In extended multiplication, we store the multiplicand in \_\_\_\_\_ bits, and the result is stored in \_\_\_\_\_ bits.

A. 32,64

**B. 32, 32 Page 57**

C. 64,64

D. 16,32

**Question No:129**

**(Marks:1)**

**Vu-Topper RM**

Synchronization between the processor and the memory for the read and write operations is done by the -----.

**Control bus Page 11**

**Question No:130**

**(Marks:1)**

**Vu-Topper RM**

Shift logical Left (SHL) moves all the bits one position to the --and inserts a zero from the -----.

**left, right Page 52**

**Question No:131**

**(Marks:1)**

**Vu-Topper RM**

In MUL instruction, if the source operand is a byte, then it is multiplied with \_\_\_\_\_ register.

A. BL

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**B. AL** Page 87

C. BH

D. AH

**Question No:132**

(Marks:1)

**Vu-Topper RM**

\_\_\_\_\_ transfers the word at the top of the stack (pointed to by SP) to the destination operand, and increments SP by two.

A. Call

**B. POP** Page 71

C. Push

D. Ret n

**Question No:133**

(Marks:1)

**Vu-Topper RM**

This jump is taken if the last arithmetic operation changed the sign unexpectedly.

**JO** Page 43

**Question No:134**

(Marks:1)

**Vu-Topper RM**

Which of the following jumps is taken if the last arithmetic operation did not change the sign unexpectedly?

A. JO

**B. JNO** Page 43

C. JE and JZ

D. JNE and JNZ

**Question No:135**

(Marks:1)

**Vu-Topper RM**

Which would be the output of MOV AX, BL?

**Assembler will declare that this is an illegal instruction** Page 30

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**Question No:136**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ or \_\_\_\_\_ are taken if the last arithmetic operation has produced a number in its destination that has odd parity.

A. JP, JPE

B. JS, JNS

**C. JNP, JPO**

**Page 43**

D. JCX, JNS

**Question No:137**

**(Marks:1)**

**Vu-Topper RM**

Group of bits processor uses to inform memory which element to read/write is collectively known as:

A. RAM

B. Data bus

C. Control bus

**D. Address bus**

**Page 9**

**Question No:138**

**(Marks:1)**

**Vu-Topper RM**

MOVS is used to ----- a block of memory.

**Move**

**Page 92**

**Question No:139**

**(Marks:1)**

**Vu-Topper RM**

----- instruction directs the flow of program.

**Program Control**

**Page 14**

**Question No:140**

**(Marks:1)**

**Vu-Topper RM**

Which of the following instructions allows memory to memory movement of data?

A. MOV

B. LODS

**C. MOVS**

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D. SCAS

Question No:141 (Marks:1)

Vu-Topper RM

By default, IP is associated with -----.

**A. CS Page 34**

B. BP

C. CX

D. SS

Question No:142 (Marks:1)

Vu-Topper RM

After the execution of Shift Arithmetic Right instruction, the most significant bit \_\_\_\_\_.

**Retains its original value Page 52**

Question No:143 (Marks:1)

Vu-Topper RM

Which part of B80500 (encoded instruction) is an opcode?

**B8 Page 25**

Question No:144 (Marks:1)

Vu-Topper RM

Which of the following jump is taken if the last arithmetic operation has produced a number in its destination that has even parity?

A. JNP

**B. JPE Page 43**

C. JNS

D. JPO

Question No:145 (Marks:1)

Vu-Topper RM

When there is a 16-bit operand with the DIV instruction, then the implied dividend will be in ----- bits.

**32 Page 85**

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**Question No:146**

**(Marks:1)**

**Vu-Topper RM**

During program execution, if any change occurs in AH or AL, is also reflected in -----.

**AX Page 15**

**Question No:147**

**(Marks:1)**

**Vu-Topper RM**

In \_\_\_\_\_, a zero is inserted from the right and every bit moves one position to its left with the most significant bit dropped into the carry flag.

A. SHL

B. SAR

C. Both

**D. SAL**

**Question No:148**

**(Marks:1)**

**Vu-Topper RM**

Conditional jumps can only be \_\_\_\_\_.

A. Far

B. Near

C. Long

**D. Short**

**Page 46**

**Question No:149**

**(Marks:1)**

**Vu-Topper RM**

BP stands for ----- pointer.

**Base**

**Page 16**

**Question No:150**

**(Marks:1)**

**Vu-Topper RM**

In video memory, each screen location corresponds to \_\_\_\_\_ bytes.

**A. 1**

**Page 72**

B. 2

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- C. 4
- D. 8

**Question No:151** (Marks:1) **Vu-Topper RM**

Which of following registers is used as a counter?

- A. AX
- B. BX
- C. CX**
- D. DX

**Page 15**

**Question No:152** (Marks:1) **Vu-Topper RM**

Which of the following addressing scheme has been used in the instruction MOV [BX], AX?

**Based Register Indirect** **Page 35**

**Question No:153** (Marks:1) **Vu-Topper RM**

The multiplier is stored in \_\_\_\_\_ bits in Extended Multiplication.

- A. 8
- B. 16**
- C. 32
- D. 64

**Page 57**

**Question No:154** (Marks:1) **Vu-Topper RM**

To modify the processor's behavior, \_\_\_\_\_ instructions are used.

- A. Special**
- B. Arithmetic logic
- C. Program control
- D. Data movement

**Page 14**

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**Question No:155**

**(Marks:1)**

**Vu-Topper RM**

Which of the following uses data segment by default?

- A. Base pointer
- B. Base register**
- C. Stack pointer
- D. Instruction pointer

**Page 35**

**Question No:156**

**(Marks:1)**

**Vu-Topper RM**

In assembly language, the first executable instruction of the program should be placed at the offset \_\_\_\_\_.

- A. 0x1100
- B. 0x0100**
- C. 0x0000
- D. 0x0010

**Page 26**

**Question No:157**

**(Marks:1)**

**Vu-Topper RM**

In the instruction “mov word [es:0], 0x1230”, 12 refers to -----color on - ----- background.

**green, blue**

**Page 81**

**Question No:158**

**(Marks:1)**

**Vu-Topper RM**

XOR can also be used as a \_\_\_\_\_ to invert selective bits.

- A. Source operand
- B. Masking ooperator**
- C. Destination operand
- D. Multiplication operator

**Page 60**

**Question No:159**

**(Marks:1)**

**Vu-Topper RM**

Call instruction fchanges the values of ----- and ----- registers.

**IP, SP**

**Page 65**

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**Question No:160**

**(Marks:1)**

**Vu-Topper RM**

There are \_\_\_\_\_ registers in iAPX88 architecture that can hold address of data.

- A. 1
- B. 2
- C. 3

**D. 4 Page 22**

**Question No:161**

**(Marks:1)**

**Vu-Topper RM**

What does the given instruction do?

SHR DL, 1

- A. Store the 1 bit in DL
- B. Move the left most bit into the carry flag
- C. Move the right most bit into the carry flag Page 55**
- D. Shift left and store the most significant bit in the carry flag

**Question No:162**

**(Marks:1)**

**Vu-Topper RM**

In which of the following forms, a character is stored in memory while writing assembly language programs?

- A. Scan code
- B. Parity code
- C. Octal code

**D. ASCII code Page 82**

**Question No:163**

**(Marks:1)**

**Vu-Topper RM**

Physical memory address is of:

**20 bits Page 21**

**Question No:164**

**(Marks:1)**

**Vu-Topper RM**

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Which of the following is the correct syntax for 'OR' operation in assembly language?

A. ax, or bx

**B. or ax, bx** Page 59

C. ax or bx

D. ax or, bx

**Question No:165**

**(Marks:1)**

**Vu-Topper RM**

In assembly language, "DIV BL" instruction has a/an \_\_\_\_\_ bit operand.

**A. 8** Page 85

B. 16

C. 32

D. 64

**Question No:166**

**(Marks:1)**

**Vu-Topper RM**

Flags register is a special register in every architecture. It is also known as \_\_\_\_\_.

A. carry flag

B. special register

C. accumulator register

**D. Program status word**

**Page 12**

**Question No:167**

**(Marks:1)**

**Vu-Topper RM**

An important role of the stack is in the creation of \_\_\_\_\_ variables that are only needed while the subroutine is in execution and not afterwards.

A. Public

**B. Local** Page 75

C. Private

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D. Global

**Question No:168**

**(Marks:1)**

**Vu-Topper RM**

Stack is:

**A data structure**

**Page 67**

**Question No:169**

**(Marks:1)**

**Vu-Topper RM**

Constant can never be used as \_\_\_\_\_.

A. Source

**B. Destination**

**Page 25**

C. immediate source

D. both source and destination

**Question No:170**

**(Marks:1)**

**Vu-Topper RM**

SP is associated (by default) with -----.

**SS Page 34**

**Question No:171**

**(Marks:1)**

**Vu-Topper RM**

The execution of the instruction "mov word [ES : 160], 0x1230" will print a character on the screen at the \_\_\_\_\_ column of the \_\_\_\_\_ row.

A. first, third

B. second, first

**C. first, second**

**Page 81**

D. second, second

**Question No:172**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ can also be used as a masking operation to invert selective bits.

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- A. OR
- B. NOT
- C. XOR Page 60**
- D. AND

**Question No:173** (Marks:1) **Vu-Topper RM**

The stack pointer marks the \_\_\_\_\_ of stack.

- A. Top Page 68**
- B. Middle
- C. Button
- D. Top and bottom

**Question No:174** (Marks:1) **Vu-Topper RM**

Far jump is not position relative rather \_\_\_\_\_.

- A. Indirect
- B. Absolute Page 46**
- C. Temporary
- D. Memory dependent

**Question No:175** (Marks:1) **Vu-Topper RM**

Which of the following are the two variants of STOS instruction?

- A. STOS1 and STOS2
- B. STOS and STOSSES
- C. STOSA and STOSB
- D. STOSB and STOSW Page 92**

**Question No:176** (Marks:1) **Vu-Topper RM**

Shift logical Right (SHR) operation copies the \_\_\_\_\_ bit into the carry flag.

- A. 0

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B. Left most

**C. Right most**

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D. Most significant

**Question No:177**

**(Marks:1)**

**Vu-Topper RM**

Shift Arithmetic Right (SAR) shifts every bit one place to the right and places a copy of the \_\_\_\_\_ significant bit at the \_\_\_\_\_ significant place.

A. least, least

**B. most, most**

**Page 52**

C. least, most

D. most, least

**Question No:178**

**(Marks:1)**

**Vu-Topper RM**

There are ----- columns per row on the screen.

**80**

**Page 87**

**Question No:179**

**(Marks:1)**

**Vu-Topper RM**

Program consists of ----- logical parts.

**Two**

**Page 20**

**Question No:180**

**(Marks:1)**

**Vu-Topper RM**

In ----- operation, a carry flag is inserted from the left moving every bit one position to its right. The right most bit is dropped in the carry flag.

**Rotate Through Carry Right (RCR) Page 53**

**Question No:181**

**(Marks:1)**

**Vu-Topper RM**

8088 is a \_\_\_\_\_ processor with its accumulator and all registers of \_\_\_\_\_.

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A. 8 bit, 8 bits

**B. 16 bit, 16 bits** Page 14

C. 32 bit, 32 bits

D. 16 bit, 32 bits

**Question No:182**

**(Marks:1)**

**Vu-Topper RM**

Which of the following keywords is used to define two bytes in memory?

A. DB

**B. DW** Page 25

C. DN

D. DD

**Question No:183**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ jump is absolute and not position relative.

**A. Far** Page 46

B. Near

C. Short

D. Extended

**Question No:184**

**(Marks:1)**

**Vu-Topper RM**

Which of the following directive is used to reserve an eight bits space in memory?

**db** Page 25

**Question No:185**

**(Marks:1)**

**Vu-Topper RM**

What makes db different from dw?

**dw occupies 16 bits and db occupies 8 bits** Page 25

**Question No:186**

**(Marks:1)**

**Vu-Topper RM**

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\_\_\_\_\_ is used for permanent diversion.

- A. Ret
- B. Call
- C. Array

**D. Jump**

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**Question No:187**

**(Marks:1)**

**Vu-Topper RM**

The intent of the processor is carried to the memory for read/write operations through the \_\_\_\_\_.

- A. data bus
- B. address bus

**C. Control bus**

**Page 11**

D. both data bus and address bus

**Question No:188**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ containing the address of the next instruction to be executed.

**Instruction pointer**

**Question No:189**

**(Marks:1)**

**Vu-Topper RM**

How jmp is different from jnz?

- A. jmp permanently diverts the program flow, but jnz does not
- B. jnz permanently diverts the program flow, but jmp does not
- C. jmp is a conditional jump, however jnz is an unconditional jump

**D. jmp is an unconditional jump, however jnz is a conditional jump**

**Question No:190**

**(Marks:1)**

**Vu-Topper RM**

There is an auto-increment mode when the \_\_\_\_\_ is

\_\_\_\_\_.

**A. DF, set**

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- B. ZF, not set
- C. DF, not set
- D. CX, not set

**Question No:191** (Marks:1) **Vu-Topper RM**

Unconditional jump \_\_\_\_\_.

- A. Never transfers the control
- B. Always transfer the control**
- C. Transfers the control if the condition is true
- D. Transfers the control if the condition is false

**Question No:192** (Marks:1) **Vu-Topper RM**

num1: 75,50,77,82

Which of the following accesses the third element i.e. 77?

- A. num1[2]
- B. [num1+4]**
- C. [num1+3]
- D. [num1+2]

**Question No:193** (Marks:1) **Vu-Topper RM**

In the opcode B80500, B8 was the opcode and 0500 was the operand stored immediately

**Afterwards**

**Question No:194** (Marks:1) **Vu-Topper RM**

In assembly language programming, "JNZ" is used to jump if the

\_\_\_\_\_ flag \_\_\_\_\_.

- A. sign, is set
- B. zero, is not set
- C. sign, is not set
- D. Zero, is set** **Google**

**Question No:195** (Marks:1) **Vu-Topper RM**

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Which of the following is used to clear the direction flag?

- A. Std
- B. Stdr
- C. Clrd
- D. Cld**

**Question No:196**

**(Marks:1)**

**Vu-Topper RM**

Which of the following has magnitude and sign?

**Signed number**

**Question No:197**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is a special prefix that is used to repeat the block instructions. \_\_\_\_\_ is a special prefix that is used to repeat the block instructions.

- A. RPT
- B. REP**
- C. REPB
- D. REPEAT

**Page 85**

**Question No:198**

**(Marks:1)**

**Vu-Topper RM**

This jump is taken if the last arithmetic operation produced a negative number in its destination.

**JS**

**Question No:199**

**(Marks:1)**

**Vu-Topper RM**

Push and pop operations always operate on\_\_\_\_\_.

- A. Byte
- B. Float
- C. Words**
- D. Integer

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**Question No:200**

**(Marks:1)**

**Vu-Topper RM**

Multiplying two 4-bit numbers result in a(an) \_\_\_\_\_ bit number.

**8 bits**

**Question No:201**

**(Marks:1)**

**Vu-Topper RM**

Suppose AX=5, BX=5, DX=0, CF=1, ZF=1 and AF=1. What will be the final value in AX register after the execution of ADC AX, BX?

A. 5

B. 6

**C. 10**

D. 11

**Question No:202**

**(Marks:1)**

**Vu-Topper RM**

Number of operands of ADC (add with carry) register are:

**3**

**Question No:203**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is the renamed version of conditional jump JZ?

**A. JE**

B. JA

C. JB

D. JNC

**Question No:204**

**(Marks:1)**

**Vu-Topper RM**

If AX=00FF, then which of the following instruction can be used to change the value of AX to FF00?

A. NOT AX

B. OR AX, AX

C. XOR AX, AX

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## D. AND AX, FF00

Question No:205

(Marks:1)

Vu-Topper RM

Conditional jump can only be \_\_\_\_\_.

- A. Far
- B. Near
- C. Long

**D. Short**      Page 36

Question No:206

(Marks:1)

Vu-Topper RM

REPZ repeats the following instruction while the \_\_\_\_\_.

- A. ZF is set
- B. ZF is not set**
- C. Direction Flag is set
- D. Direction Flag is not set

Question No:207

(Marks:1)

Vu-Topper RM

To declare a character in assembly language, we store its ASCII code in a \_\_\_\_\_.

**Byte**

Question No:208

(Marks:1)

Vu-Topper RM

REP with MOVS utilizes the \_\_\_\_\_ power of a processor to do scrolling in minimum time.

- A. Full**
- B. Half
- C. Small
- D. Quarter

Question No:209

(Marks:1)

Vu-Topper RM

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The basic function of register is to hold-----.

**Oparands**

**Question No:210**

**(Marks:1)**

**Vu-Topper RM**

Stack is a data structure that behaves in -----manner.

**LIFO**

**Question No:211**

**(Marks:1)**

**Vu-Topper RM**

In \_\_\_\_\_ operation, the output is 1 only if both inputs are 1.

A. OR

B. XOR

**C. AND**

**Goolge**

D. NOT

**Question No:212**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is the most illegal instruction?

A. Mov ax, al

B. Mov al, [num1]

**C. Mov al, ax**

D. Mov ax, [num1]

**Question No:213**

**(Marks:1)**

**Vu-Topper RM**

Registers are normally part of \_\_\_\_\_.

**A. CPU**

B. RAM

C. Hard disk

D. CPU and Cache

**Question No:214**

**(Marks:1)**

**Vu-Topper RM**

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When the execution of Call instruction, the value of ----- is

**Decrement by 2**

**Question No:215**

**(Marks:1)**

**Vu-Topper RM**

EBCDIC, grey code, and ASCII are the standards for \_\_\_\_\_ representation of characters.

- A. Generic
- B. Numeric
- C. Alphabetic

**D. Alpha-numeric**

**Question No:216**

**(Marks:1)**

**Vu-Topper RM**

Which part of machine code tells the central processor to perform a certain task?

- A. SS
- B. Mov

**C. Operation code**

D. CALL operation

**Question No:217**

**(Marks:1)**

**Vu-Topper RM**

Suppose, the current value of IP is 0x0129, and the relative address is 0x0012. What will be the new value of IP?

- A. 0x0135
- B. 0x0112

**C. 0x013B**

D. 0x0129

**Question No:218**

**(Marks:1)**

**Vu-Topper RM**

mov ax, [num1] is an example of \_\_\_\_\_ bit move.

**A. 8**

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- B. 16
- C. 24
- D. 32

**Question No:219** (Marks:1) **Vu-Topper RM**

The physical memory address of 1234:5678 segment-offset pair is:

**179B8**

**Question No:220** (Marks:1) **Vu-Topper RM**

Which of the following will be the physical address?

**109A0**

**Question No:221** (Marks:1) **Vu-Topper RM**

\_\_\_\_\_ cannot appear as an operand in any instruction. It is used for accessing instructions.

- A. SS
- B. IP**
- C. BH
- D. AH

**Question No:222** (Marks:1) **Vu-Topper RM**

Which of the following is the extension of object file?

**.exe**

**Question No:223** (Marks:1) **Vu-Topper RM**

Shifting the integer 5 left by 1 bit results in \_\_\_\_\_.

- A. 5
- B. 10**
- C. 25
- D. 50

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**Question No:224** (Marks:1)

**Vu-Topper RM**

Memory address always goes from .....

**Processor to memory**

**Question No:225** (Marks:1)

**Vu-Topper RM**

The total numbers of symbols in extended ASCII are .....

**256**

**Question No:226** (Marks:1)

**Vu-Topper RM**

SHL and SAL are same

**True**

**Question No:227** (Marks:1)

**Vu-Topper RM**

Simple CMP instruction uses \_\_\_\_\_ operation.

A. Division

B. Division

**C. Subtraction**

D. Multiplication

**Question No:228** (Marks:1)

**Vu-Topper RM**

The mechanism used to drop the carry for making the computed address valid is known as \_\_\_\_\_.

A. Overflow

B. carry overload

**C. address wraparound**

D. segment overlapping

**Question No:229** (Marks:1)

**Vu-Topper RM**

A/An \_\_\_\_\_ is an area of memory that holds all local variables and parameters.

**A. Stack**

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- B. base register
- C. data segment
- D. instruction pointer

**Question No:230** (Marks:1) **Vu-Topper RM**  
-----is used for temporary diversion.

**CALL**

**Question No:231** (Marks:1) **Vu-Topper RM**  
The swap flag can be stored in \_\_\_\_\_

**A Register**

**Question No:232** (Marks:1) **Vu-Topper RM**  
The JUMP is taken if the last arithmetic has produced a positive number in its destination

**JNP**

**Question No:233** (Marks:1) **Vu-Topper RM**  
Which of the following describes the purpose of MOVS instruction?

**Move memory to memory**

**Question No:234** (Marks:1) **Vu-Topper RM**  
Which part of this (0000000B80500) encoded instruction is an offset?

**0500**

**Question No:235** (Marks:1) **Vu-Topper RM**  
In the instruction "mov word [es:160], 0x1230", 30 represents the character \_\_\_\_\_.

- A. 1
- B. A
- C. B
- D. 0**

**Question No:236** (Marks:1) **Vu-Topper RM**

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Multiplying two 4 bit numbers result in a(an) \_\_\_\_\_ bit number.

A. 7

**B. 8**

C. 5

D. 6

**Question No:237**

**(Marks:1)**

**Vu-Topper RM**

In case of near jump, the relative address is stored in \_\_\_\_\_ bits.

**16**

**Question No:238**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ instructions have two parameters, one is the general purpose register to be loaded and the other is the memory location from which to load these registers.

**LDS**

**Question No:239**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ ports which interface the processor to the external world, including keyboards, mice, monitors, disc drives.

**Input, output**

**Question No:240**

**(Marks:1)**

**Vu-Topper RM**

In "Base + Offset" addressing, the value contained in the base register is added with the offset to get the \_\_\_\_\_ address.

A. Virtual

B. Linear

C. Physical

**D. Effective**

**Question No:241**

**(Marks:1)**

**Vu-Topper RM**

AX register can be divided into \_\_\_\_\_ and \_\_\_\_\_ bytes

**Lower, higher**

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**Question No:242**

**(Marks:1)**

**Vu-Topper RM**

cli stands for?

- A. clock interrupt
- B. cross line instruction
- C. control line instruction

**D. Clear the interrupt flag**      **Page 6**

**Question No:243**

**(Marks:1)**

**Vu-Topper RM**

DW is used to reserve \_\_\_\_\_ bit value in memory.

- A. 8
- B. 16**
- C. 24
- D. 32

**Question No:244**

**(Marks:1)**

**Vu-Topper RM**

When the stack pointer, points to the return address?

**When the bubble sort subroutine is called**

**Question No:245**

**(Marks:1)**

**Vu-Topper RM**

90 is the op-code of

- A. Add
- B. Subtract
- C. Do nothing**
- D. Multiplication

**Question No:246**

**(Marks:1)**

**Vu-Topper RM**

When characters are stored in any high level or low level language, the actual thing stored in a byte is their \_\_\_\_\_.

**ASCII code**

**Question No:247**

**(Marks:1)**

**Vu-Topper RM**

We can convert any digit to-----by adding 0x30 in the digit.

**ASCII**

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**Question No:248**

**(Marks:1)**

**Vu-Topper RM**

A complete \_\_\_\_\_ is called a pass over the array

**Iteration**

**Question No:249**

**(Marks:1)**

**Vu-Topper RM**

In \_\_\_\_\_ operation the carry flag is inserted from the right causing every bit to move one location to its left and the most significant bit occupying the carry flag.

**Rotate Through Carry Left (RCL)**

**Question No:250**

**(Marks:1)**

**Vu-Topper RM**

BH register is a (an) \_\_\_\_\_ bit register.

**A. 8 Google**

B. 16

C. 24

D. 32

**Question No:251**

**(Marks:1)**

**Vu-Topper RM**

In XOR operation the output is 1 if

**Both inputs are different**

**Question No:252**

**(Marks:1)**

**Vu-Topper RM**

Which of the following instruction is effectively same as to multiply the value of AX by 8?

**SHL AX, 8**

**Question No:253**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ interrupts are those which occur side by side with some other activity.

**Synchronous**

**Question No:254**

**(Marks:1)**

**Vu-Topper RM**

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During CALL operation, the current value of the \_\_\_\_\_ is automatically saved on the stack, and the destination of CALL is loaded in the instruction pointer.

**Instruction pointer**

**Question No:255** (Marks:1) **Vu-Topper RM**

In SCAS Example, we use SCASB with \_\_\_\_\_ and a zero in AL register to find a zero byte in a string

**REPNE**

**Question No:256** (Marks:1) **Vu-Topper RM**

In interrupt vector table. Introducing a new entry in this mapping table is called \_\_\_\_\_ an interrupt.

**Hooking**

**Question No:257** (Marks:1) **Vu-Topper RM**

What does the following instruction do?

**ADD AX. BX**

**Question No:258** (Marks:1) **Vu-Topper RM**

The process through which the segment register can be explicitly specified as known as

**Segment addressing**

**Question No:259** (Marks:1) **Vu-Topper RM**

refers to the total number of bits in a memory cell.

**Cell width**

**Question No:260** (Marks:1) **Vu-Topper RM**

The \_\_\_\_\_ operation is about shifting every bit one place to the right with a copy of the most significant bit left at the most significant place. The bit dropped from the right is caught in the carry basket.

**Shift Arithmetic Right (SAR)**

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**Question No:261**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ and \_\_\_\_\_ cannot be used as 8bit register pairs like AX, BX, CX, and DX.

**SI, DI**

**Question No:262**

**(Marks:1)**

**Vu-Topper RM**

AX and BX both are 16-bit register, if we perform AND operation on these two registers, then how many AND operations will be performed?

**16 And operation**

**Question No:263**

**(Marks:1)**

**Vu-Topper RM**

CS and IP are both \_\_\_\_\_ bit registers.

A. 8

**B. 16 Page 13**

C. 32

D. 64

**Question No:264**

**(Marks:1)**

**Vu-Topper RM**

In 8080, there is a \_\_\_\_\_ stack.

**Decrementing**

**Question No:265**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ movement of data is not allowed in assembly language.

**Memory-to-Memory**

**Question No:266**

**(Marks:1)**

**Vu-Topper RM**

Motorola follows \_\_\_\_\_

**Big endian**

**Question No:267**

**(Marks:1)**

**Vu-Topper RM**

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When the first thing popped off from the stack, the stack would be the return “address” and not the \_\_\_\_\_

**Argument**

**Question No:268** (Marks:1) **Vu-Topper RM**

Which of the following is a Program Control Instruction?

**cmp ax,0**

**Question No:269** (Marks:1) **Vu-Topper RM**

Logical addressing is a mechanism to access \_\_\_ memory.

**Physical memory**

**Question No:270** (Marks:1) **Vu-Topper RM**

Twenty-bit register is formed by the combination of two \_\_\_ bit register.

**Sixteen**

**Question No:271** (Marks:1) **Vu-Topper RM**

Physical address calculating depends on

**Effective address**

**Question No:272** (Marks:1) **Vu-Topper RM**

\_\_\_\_\_ also known as source operand since the data is moving to stack from this operand.

**PUSH**

**Question No:273** (Marks:1) **Vu-Topper RM**

By default CS is associated with

**IP**

**Question No:274** (Marks:1) **Vu-Topper RM**

The stack pointer contains the address of the word that is currently on \_

**Top the stack**

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**Question No:275** (Marks:1) **Vu-Topper RM**  
All addressing mechanisms in iAPX88 return a number called \_\_\_\_ address.

**Effective**

**Question No:276** (Marks:1) **Vu-Topper RM**  
Which of the following is the interrupt number for NMI?

**INT 3**

**Question No:277** (Marks:1) **Vu-Topper RM**  
Use of AND operation to make selective bits zero in its destination operand is known as \_\_\_\_\_.

**Selective Bit Clearing**

**Question No:278** (Marks:1) **Vu-Topper RM**  
\_\_\_\_\_ is used to store both the instructions to be executed by the microprocessor and the data to be used in the computation.

**Microprocessor**

**Question No:279** (Marks:1) **Vu-Topper RM**  
DX play an important role in arithmetic

**Addition**

**Question No:280** (Marks:1) **Vu-Topper RM**  
REPE or REPNE are used with the \_\_\_\_\_ instructions

**SCAS**

**Question No:281** (Marks:1) **Vu-Topper RM**  
Keywords used to define two bytes program

**DW**

**Question No:282** (Marks:1) **Vu-Topper RM**

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The shift logical left operation is the exact \_\_\_\_\_ of shift logical right  
**Opposite**

**Question No:283** (Marks:1) **Vu-Topper RM**

Sending the appropriate signals on the control bus to the memory is the responsibility of \_\_\_\_\_.

- A. Memory
- B. Data Bus
- C. Processor

**D. Control Bus**

**Question No:284** (Marks:1) **Vu-Topper RM**

A parallel port has \_\_\_\_\_ views

**2**

**Question No:285** (Marks:1) **Vu-Topper RM**

Which of the following is the interrupt number for debug interrupt

**INT 3**

**Question No:286** (Marks:1) **Vu-Topper RM**

Each entry of the interrupt vector table is of \_\_\_\_\_ bytes

**4**

**Question No:287** (Marks:1) **Vu-Topper RM**

If BL contains 000000101 then after a Single Right Shift, BL will contain

**00000010**

**Question No:288** (Marks:1) **Vu-Topper RM**

\_\_\_\_\_ can be used to check whether particular bit of number are set or not

**AND**

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**Question No:289** (Marks:1) **Vu-Topper RM**  
The Stack of 8088 works on \_\_\_\_Sized element  
**Word**

**Question No:290** (Marks:1) **Vu-Topper RM**  
The interrupt call loads new values in segment  
**Flag**

**Question No:291** (Marks:1) **Vu-Topper RM**  
Mov AX, 0XB800, Move ES, AX : this instruction points ES to  
**Video Base**

**Question No:292** (Marks:1) **Vu-Topper RM**  
When the operant of DIV instruction is of 16 bits then implied dividend  
will be of  
**Bits**

**Question No:293** (Marks:1) **Vu-Topper RM**  
DB-25 is a \_\_\_\_\_Port Connector  
**Parallel**

**Question No:294** (Marks:1) **Vu-Topper RM**  
Flag register is a special register in every architecture ,, is as also  
known as  
**Program Status Word**

**Question No:295** (Marks:1) **Vu-Topper RM**  
Mov [1234].ax is an example of  
**direct addressing**

**Question No:296** (Marks:1) **Vu-Topper RM**  
Source operand always resided in  
**accumulator register**

**Question No:297** (Marks:1) **Vu-Topper RM**

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Always resided in accumulator register

**source operand**

**Question No:298**

**(Marks:1)**

**Vu-Topper RM**

INT instruction takes \_\_\_\_\_argument varying from 0-255.

**1 byte**

**Question No:299**

**(Marks:1)**

**Vu-Topper RM**

Program consists of

**logical parts**

**Question No:300**

**(Marks:1)**

**Vu-Topper RM**

8088 provides a mechanism for mapping interrupts to interrupt handlers is called h

**hooking an interrupt**

**Question No:301**

**(Marks:1)**

**Vu-Topper RM**

"mov [bx], ax" moves the two bytes contents of the AX register to the address contained in BX register in the current \_\_\_\_\_.

- A. Extra Segment
- B. Code Segment
- C. Data Segment**
- D. Stack Segment

**Question No:302**

**(Marks:1)**

**Vu-Topper RM**

The local variables and the parameters are always stored in

**stack segment**

**Question No:303**

**(Marks:1)**

**Vu-Topper RM**

JNP and JPO is taken if the last arithmetic operation produced a number in its destination that has

**Odd parity**

**Question No:304**

**(Marks:1)**

**Vu-Topper RM**

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JP and JPE is taken if the last arithmetic operation produced a number in its destination that has

**Even parity**

**Question No:305**

**(Marks:1)**

**Vu-Topper RM**

In which of the following addressing, the memory address is fixed and is given in the instruction?

**A. Direct**

B. Indexed

C. Indirect

D. Base plus offset

**Question No:306**

**(Marks:1)**

**Vu-Topper RM**

-----pair of registers used to access memory

**DI and SI**

**Question No:307**

**(Marks:1)**

**Vu-Topper RM**

Copies the\_\_\_\_\_in the carry flag Shift Logical Right (SHR) ,

**right most bit**

**Question No:308**

**(Marks:1)**

**Vu-Topper RM**

REP with \_\_\_\_\_ will utilize the full processor power to do the scrolling in minimum time.

**MOVS**

**Question No:309**

**(Marks:1)**

**Vu-Topper RM**

The correlation process from the interrupt number to the interrupt handler uses a table called

**interrupt vector table**

**Question No:310**

**(Marks:1)**

**Vu-Topper RM**

POP is also known as

**destination operand**

**Question No:311**

**(Marks:1)**

**Vu-Topper RM**

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The parallel port connector is a 25pin connector called  
**DB-25**

**Question No:312** (Marks:1) **Vu-Topper RM**  
The \_\_\_\_\_port connector is a 25pin connector called DB-25  
**Parallel**

**Question No:313** (Marks:1) **Vu-Topper RM**  
There are \_\_\_\_\_ block processing instructions in 8088.  
A. 6  
B. 4  
**C. 5**  
D. 3

**Question No:314** (Marks:1) **Vu-Topper RM**  
Interrupts are \_\_\_\_\_and unpredictable  
**Asynchronous**

**Question No:315** (Marks:1) **Vu-Topper RM**  
Program Control Instructions  
**cmp ax, 0**

**Question No:316** (Marks:1) **Vu-Topper RM**  
A 32bit processor has an accumulator of  
**32 bits**

**Question No:317** (Marks:1) **Vu-Topper RM**  
Left shift on hexa-decimal number 9C40 ans is  
**0x13880**

**Question No:318** (Marks:1) **Vu-Topper RM**  
Each entry of the table is of \_\_\_\_\_bytes  
**Four**

**Question No:319** (Marks:1) **Vu-Topper RM**

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Video Graphics Adapter  
**VGA**

**Question No:320** (Marks:1) **Vu-Topper RM**

-----can store 16 bits

**DW**

**Question No:321** (Marks:1) **Vu-Topper RM**

Another important role of the stack is in the creation of \_\_\_\_\_ that are only needed while the subroutine is in execution and not afterwards.

**local variables**

**Question No:322** (Marks:1) **Vu-Topper RM**

To multiply a number in register by 2 the number is

**shift left one bit**

**Question No:323** (Marks:1) **Vu-Topper RM**

Which assembly instruction is used to ADD data at address 1200 to bx register

**add bx, [1200]**

**Question No:324** (Marks:1) **Vu-Topper RM**

Chose the correct option from the following addressing modes , from which both register moves into the data segment

**base+offset**

**Question No:325** (Marks:1) **Vu-Topper RM**

\_\_\_\_\_ is the part of microprocessor that ménages the execution of instruction

**Control unit**

**Question No:326** (Marks:1) **Vu-Topper RM**

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In a comparison, if the both operands are same , the result of subtraction will be zero and the zero flag will be

**Set**

**Question No:327** (Marks:1) **Vu-Topper RM**

When SI and DI are used, we name the method

**Indexed Addressing**

**Question No:328** (Marks:1) **Vu-Topper RM**

Whenever we need access to a memory location whose address is not known until run-time we use \_\_\_\_\_.

**A. Index register Page 4**

B. Counter Register

C. Destination Register

D. Accumulator Register

**Question No:329** (Marks:1) **Vu-Topper RM**

Interrupts are \_\_\_\_\_ event

**Asynchronous**

**Question No:330** (Marks:1) **Vu-Topper RM**

During program execution , if any change in AH or AL is reflected in \_\_\_\_\_ as Well

**AX**

**Question No:331** (Marks:1) **Vu-Topper RM**

Basic function of register is to

**Hold operand**

**Question No:332** (Marks:1) **Vu-Topper RM**

Which among the following is the pointer registers?

**index pointer and decession pointer**

**Question No:333** (Marks:1) **Vu-Topper RM**

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mov [bx], ax moves the two bytes content of AX register to the address contained in BX register in the current

**Data segment**

**Question No:334** (Marks:1) **Vu-Topper RM**

If A is subtracted from B and the resulting answer is negative figure it means B is

**Small number**

**Question No:335** (Marks:1) **Vu-Topper RM**

\_\_\_\_\_ jump is not position relative but is absolute

**Far**

**Question No:336** (Marks:1) **Vu-Topper RM**

Which of the following bit that "Shift Logical Right" operation copies in the carry flag?

**Left most bit**

**Question No:337** (Marks:1) **Vu-Topper RM**

During the CALL operation, the current value of the \_\_\_\_\_ is automatically saved on the stack, and the destination of CALL is loaded in the instruction pointer.

**Instruction pointer**

**Question No:338** (Marks:1) **Vu-Topper RM**

If BL contains 00000101 then after a Single Right Shift, BL will contain;

**0000011**

**Question No:339** (Marks:1) **Vu-Topper RM**

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Which of the following operation is used to clear any specific bit in binary number?

**XOR**

**Question No:340**

**(Marks:1)**

**Vu-Topper RM**

OUR computer screen is like a 2-D array having \_\_\_\_\_ rows and \_\_\_\_\_ columns.

**25, 40**

**Question No:341**

**(Marks:1)**

**Vu-Topper RM**

REPE repeats a string instruction while the \_\_\_\_\_ flag is set.

A. Carry

**B. Zero**

**Page 32**

C. Parity

D. Direction

**Question No:342**

**(Marks:1)**

**Vu-Topper RM**

REP allows the instruction to be repeated \_\_\_\_\_ times.

**CX**

**Question No:343**

**(Marks:1)**

**Vu-Topper RM**

EACH bit of the \_\_\_\_\_ register conveys a different meaning.

**FLAGS**

**Question No:344**

**(Marks:1)**

**Vu-Topper RM**

When SI or DI are used, we name the method \_\_\_\_\_ addressing.

A. Stack

B. Based

**C. Indexed**

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D. Segment

**Question No:345**

**(Marks:1)**

**Vu-Topper RM**

A value 0500 is stored in my memory. If we transfer this value to a

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general-Purpose register. Then it will be shown as

**0500**

**Question No:346**

**(Marks:1)**

**Vu-Topper RM**

Also observe that with the CALL instruction \_\_\_ is decremented by two from FFFE to FFFC, and the stack windows shows 0150 at its top.

**SP**

**Question No:347**

**(Marks:1)**

**Vu-Topper RM**

Software interrupts on the contrary are not generated from outside the processor. They just provide an extended call mechanism. Far call allows us to jump anywhere in the whole megabyte of memory.

**Far**

**Question No:348**

**(Marks:1)**

**Vu-Topper RM**

In general, width of a memory cell cannot be greater than the width of

\_\_\_\_\_.

A. I/O Bus

**B. Data bus.**

C. Control Bus

D. Address Bus

**Question No:349**

**(Marks:1)**

**Vu-Topper RM**

BP the default segment used is

**SS**

**Question No:350**

**(Marks:1)**

**Vu-Topper RM**

Code size reduction and improvement in speed were the two reasons for introducing block processing instructions in the \_\_\_\_\_ processor.

**A. 8088**

B. 8085

C. 8080

D. iAPX386

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**Question No:351**

**(Marks:1)**

**Vu-Topper RM**

The first instruction of "COM" file must be at offset

- A. 0x0010
- B. 0x0100**
- C. 0x1000
- D. 0x0000

**Question No:352**

**(Marks:1)**

**Vu-Topper RM**

One screen location corresponds to a

- A. Byte
- B. Word**
- C. Double type
- D. Double word

**Question No:353**

**(Marks:1)**

**Vu-Topper RM**

When an item is pushed on the decrementing stack, the top of the stack is

- A. First decremented and then element copied to the stack**
- B. First incremented and then element copied to the stack
- C. decremented after the element copied to the stack
- D. incremented after the element copied to the stack

**Question No:354**

**(Marks:1)**

**Vu-Topper RM**

Each screen location corresponds to a word, the lower byte of this word contains \_\_\_\_\_.

- A. The character code**
- B. The attribute byte
- C. the parameters
- D. The dimensions

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**Question No:355**

**(Marks:1)**

**Vu-Topper RM**

If ax contains decimal -2 and BX contains decimal 2 then after the execution of

Instruction: CMP AX, BX, JA label

- A. Jump will be taken
- B. Zero flag will set
- C. 2F will contain value -4
- D. Jump will not be taken**

**Question No:356**

**(Marks:1)**

**Vu-Topper RM**

Only instructions allow moving data from memory to memory.

- A. String**
- B. Word
- C. Indirect
- D. Stack

**Question No:357**

**(Marks:1)**

**Vu-Topper RM**

mov ax,5 has

- A. 1 operand
- B. 2 operand**
- C. 3 operand

**Question No:358**

**(Marks:1)**

**Vu-Topper RM**

The physical address of the stack is obtained by

- A. SS:SI combination
- B. SS:SP combination**
- C. ES:BP combination
- D. ES:SP combination

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**Question No:359**

**(Marks:1)**

**Vu-Topper RM**

Index registers are used to store \_\_\_\_\_

- A. Data
- B. Intermediate result
- C. Address**
- D. Both data and addresses

**Question No:360**

**(Marks:1)**

**Vu-Topper RM**

When a 32 bit number is divided by a 16 bit number, the remainder is of

- A. 32 bits
- B. 16 bits**
- C. 8 bits
- D. 64

**Question No:361**

**(Marks:1)**

**Vu-Topper RM**

If the direction of the processing of a string is from higher addresses towards lower addresses, then

- A. ZF is cleared
- B. DF is cleared**
- C. ZF is set

**Question No:362**

**(Marks:1)**

**Vu-Topper RM**

In STOS instruction, the implied source will always be in

- A. AL or AX registers**
- B. DL or DX registers
- C. BL or BX registers
- D. CL or CX registers

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**Question No:363**

**(Marks:1)**

**Vu-Topper RM**

When a 32 bit number is divided by a 16 bit number, the quotient will be store in

- A. AX**
- B. BX
- C. CX
- D. DX

**Question No:364**

**(Marks:1)**

**Vu-Topper RM**

“mov byte [num1], 5” is \_\_\_\_\_ instruction.

- A. Legal**
- B. Illegal
- C. Stack bases
- D. Memory indirect

**Question No:365**

**(Marks:1)**

**Vu-Topper RM**

To transfer control back the RET instruction take

- A. 1 argument
- B. 2 arguments
- C. 3 arguments**
- D. No arguments

**Question No:366**

**(Marks:1)**

**Vu-Topper RM**

The basic function of SCAS instruction is to

- A. Compare**
- B. Scan
- C. Sort
- D. Move data

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**Question No:367**

**(Marks:1)**

**Vu-Topper RM**

The bits of the \_\_\_\_\_ work independently and individually.

- A. Index register
- B. Base register
- C. Flags register**
- D. Accumulator

**Question No:368**

**(Marks:1)**

**Vu-Topper RM**

To convert any digit to its ASCII representation

- A. Add 0x30 in the digit**
- B. Subtract 0x30 from the digit
- C. Add 0x61 in the digit
- D. Subtract 0x61 from the digit

**Question No:369**

**(Marks:1)**

**Vu-Topper RM**

JC and JNC test the \_\_\_\_\_ flag.

- A. Carry**
- B. Parity
- C. Zero
- D. Sign

**Question No:370**

**(Marks:1)**

**Vu-Topper RM**

After the execution of REP instruction CX will be decremented then which of the following flags will be affected?

- A. CF
- B. OF
- C. DF
- D. No flags will be affected**

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**Question No:371**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ register holds the address of next instruction is to be executed

- A. Base pointer
- B. Code segment
- C. Source index

**D. Program counter**

**Question No:372**

**(Marks:1)**

**Vu-Topper RM**

The 8088 processor divides interrupts into \_\_\_\_\_ classes.

- A. One
- B. Two**
- C. Three
- D. Four

**Question No:373**

**(Marks:1)**

**Vu-Topper RM**

Which of the following directive used to reserve a 8 bit space in the memory holding data?

- A. Db**
- B. dw
- C. dd
- D. dq

**Question No:374**

**(Marks:1)**

**Vu-Topper RM**

Which bit of the attribute byte represents the blue component of foreground color?

- A. 0**
- B. 1
- C. 2
- D. 3

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**Question No:375**

**(Marks:1)**

**Vu-Topper RM**

The total number of symbols in extended ASCII are \_\_\_\_\_.

A. 64

**B. 128**      **Page 71**

C. 156

D. 256

**Question No:376**

**(Marks:1)**

**Vu-Topper RM**

In case of short jump, the offset is stored in \_\_\_\_\_.

**A. 1 byte**      **Page 38**

B. 2 bytes

C. 4 bytes

D. 16 bytes

**Question No:377**

**(Marks:1)**

**Vu-Topper RM**

Which of the following will be the result of left shifting 9C40 once?

A. 3881

**B. 1388**      **Page 48**

C. 3880

D. 3882

**Question No:378**

**(Marks:1)**

**Vu-Topper RM**

When there is a 16 bit operand with the DIV instruction, then the implied dividend will be in \_\_\_\_\_ bits.

**A. 8**      **Google**

B. 16

C. 32

D. 64

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**Question No:379**

**(Marks:1)**

**Vu-Topper RM**

Suppose, BX=0x0120, CS=0x1000, and the memory under consideration is [CS:BX+0x0880].

A. 109A0

B. 10834

**C. 11A00 Google**

D. 11100

**Question No:380**

**(Marks:1)**

**Vu-Topper RM**

There are \_\_\_\_\_ forms of the DIV instruction.

A. One

**B. Two Page 77**

C. Five

D. Three

**Question No:381**

**(Marks:1)**

**Vu-Topper RM**

What makes CMP different from SUB?

A. Both CMP and SUB are destructive subtraction

B. SUB is a non destructive subtraction while CMP is a destructive one

C. SUB is a destructive subtraction while CMP is a non-destructive subtraction. Both affect the flags

**D. CMP is a non destructive subtraction that does not affect any flag, however SUB is a destructive subtraction**

**Question No:382**

**(Marks:1)**

**Vu-Topper RM**

This jump is taken if the last arithmetic operation has produced a positive number in its destination.

A. JO

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B. JP

**C. JNS** Page 35

D. JPE

**Question No:383**

(Marks:1)

**Vu-Topper RM**

The maximum memory accessed by Intel 8088 processor is

**A. 1Mb** Page 12

B. 2GB

C. 8 MB

D. 64 KB

**Question No:384**

(Marks:1)

**Vu-Topper RM**

In iAPX88, \_\_\_\_\_ flag is specially related to the string instructions.

A. Sign

B. Carry

C. Parity

**D. Direction**

**Question No:385**

(Marks:1)

**Vu-Topper RM**

In case of 32-bit processor, the size of an accumulator register will be \_\_\_\_\_ bits.

A. 8

B. 64

C. 16

**D. 32**

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**Question No:386**

**(Marks:1)**

**Vu-Topper RM**

How logical errors are different from syntax errors?

- A. Syntax errors are more important than the logical errors
- B. Identifying both types of errors is the responsibility of assembler**
- C. Identifying syntax errors is the responsibility of programmer unlike logical errors
- D. Identifying syntax and logical errors is the responsibility of assembler and programmer respectively

**Question No:387**

**(Marks:1)**

**Vu-Topper RM**

In shift left operation, the left most bit will \_\_\_\_\_.

- A. always be 1
- B. be discarded
- C. go into the Carry Flag** **Page 48**
- D. be moved to the right most position

**Question No:388**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is a special instruction?

- A. Cli**
- B. cmp ax, 0
- C. mov ax, bx
- D. add bx, 0534

**Question No:389**

**(Marks:1)**

**Vu-Topper RM**

iAPX88 Architecture consists of

- A. 32 Registers
- B. 14 Registers** **Page 7**
- C. 10 Registers

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D. 16 Registers

**Question No:390**

**(Marks:1)**

**Vu-Topper RM**

The decimal representation of  $0x17$  is \_\_\_\_\_.

A. 17

**B. 23**      **Google**

C. 32

D. 21

**Question No:391**

**(Marks:1)**

**Vu-Topper RM**

Which of the following jumps makes intra segment control possible?

**A. Far**      **Page 38**

B. Long

C. Short

D. Jamp

**Question No:392**

**(Marks:1)**

**Vu-Topper RM**

REP allows an instruction to be \_\_\_\_\_ CX times.

A. Reported

**B. Repeated**      **Page 90**

C. Replaced

D. Repositioned

**Question No:393**

**(Marks:1)**

**Vu-Topper RM**

Which of the following formulae calculates the desired location on the screen?

**A. Location = (rowno \* 80 + column) \* 2**

B. location = ( rowno \* 80 + columnno ) \* 8

C. location = ( colmunno \* 80 + rowno ) \* 2,

D. location = ( rowno \* 80 + columnno ) \* 6,

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**Question No:394**

**(Marks:1)**

**Vu-Topper RM**

What is the purpose of the following two instructions?

MOV AX, 0XB800MOV ES, AX

- A. Pointing ES to audio base
- B. Pointing ES to video base**
- C. Pointing ES to numeric base
- D. Pointing ES to graphics base

**Question No:395**

**(Marks:1)**

**Vu-Topper RM**

There are \_\_\_\_\_ forms of MOV instruction.

- A. One
- B. Two**
- C. Three
- D. Four

**Question No:396**

**(Marks:1)**

**Vu-Topper RM**

SCAS compares a source in accumulator register with the \_\_\_\_\_ string element addressed by ES:DI and updates the flags.

- A. Flags
- B. Source
- C. Register
- D. Destination**

**Page 84**

**Question No:397**

**(Marks:1)**

**Vu-Topper RM**

In assembly language, integer division results in \_\_\_\_\_ quotient and \_\_\_\_\_ remainder.

- A. integer, integer**
- B. floating point, integer
- C. integer, floating point
- D. floating point, floating point

بري صحبت سے تنہائی بہتر ہے اور تنہائی سے نيك صحبت بہتر ہے

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