

# **CS401 Quiz 1 2021**

## **ORANGE MONKEY TEAM**

**Opening date 30 and Due date 31**

1. The programmable interval Timer (PTI) has input frequency of \_\_\_\_\_.

1.19318MHZ ..confirm

2. Which of the following IRQs is used for sound card or network card or the modem?

IRQ 5....confirm

3. Which of the following IRQ is used by the floppy disk drive?

IRQ 6....confrim

4. Which of the following IRQ is used by the parallel port

IRQ 7....confirm

5. Which of the following IRQ is derived by the keyboard when generates an interrupts when a key is passed or released

IRQ 1.....confirm

6. Which of the following IRQ is the cascading interrupt connected to the output of the second 8451 in the machine.

IRQ 2.....confirm

7. Which of the following IRQ is connected to serial port COM 2

IRQ 3.....confirm

8. Which of the following IRQ is connected to serial port COM 1?

IRQ 4....confirm

9. Which of the following instructions is used to read a character from the keyboard port?

in al, 0x60....confirm

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**ORANGE MONKEY TEAM**

10. Which of the following instruction is the key left shift?

`cmp al, 0x2a....confirm`

11. Which of the following instruction is no, try next comparison?

`jne nextcmp....confirm`

12. Which of the following instruction is used to point es to video memory?

`mov es, ax...confirm`

13. Which of the following instruction is used to send EOI to PIC?

`out 0x20, al.....confrim`

14. Which of the following instruction is used to point as to IVT base

`mov es, ax.....confirm`

15. Which of the following instruction is used to disable interrupts?

`Cli ....confirm`

16. Which of the following instruction is used to store offset at  $n*4$ ?

`mov word [es:9*4], kbisr....confrim`

17. Which of the following instruction is used to store segment at  $n*4+2$ ?

`mov [es:9*4+2], cs....confirm`

18. Which of the following instruction is used to enable interrupts?

`Sti.....conftim`

19. All register and stack of a program are saved in\_\_\_\_\_.

`Multitasking...confirm from net`

20. \_\_\_\_\_ is/are the port number(s) for parallel port

`378...confirm`

21. \_\_\_\_\_ is/are the port number(s) for keyboard

`60 to 64...confrim`

22. \_\_\_\_\_ is/are the port number(s) for PIC

20 and 21...confirm

23. Which of the following is the ACK pin in DB-25 connector?

10....confirm

24. IBM AT has \_\_ Programmable Interrupt Controllers(PIC)

2.....confirm

25. Which of the following interrupts is of highest priority?

Timer interrupt.....confirm

24. Which of the following is the source register in OUT instruction?

AL or AX.....confirm

25. At the end of servicing an interrupt \_\_\_\_\_ signal is used to inform the Programmable Interrupt Controller (PIC) about it.

EOI.....confirm

26. The space where all registers of a task are stored is called \_\_\_\_\_

Process Control Block(PCB)

27. INT 08 that is saving and restoring the registers is called \_\_\_\_\_ and the whole event is called a \_\_\_\_\_

Schedule, context switch.....confirm

28. \_\_\_\_\_ is used for exporting keyboard service.

INT 16...confirm

29. \_\_\_\_\_ is used for exporting video services accessible

INT 10...confirm

30. \_\_\_\_\_ is used for parallel port services and similarly others through different interrupts.

INT 17...confirm

31. \_\_\_\_\_ just like a pin hole camera

INT 21...confirm

32. Which of the following are the data pins used to take data from the processor to the devices connected through parallel port

2 to 9....confrim

33. Which of the following the ACK, is normally used by the printer to acknowledge the receipt of data and show the willingness to receive more data

10.... confrim

34. Which of the following are ground and must be connected to the external circuit ground to provide.

18 to 25....confrim

35. Which of the following stands for TSR?

Terminate and stay resident

36. The first parallel port LPT1 has ports designated from \_ to \_\_\_\_\_.

378, 37A..confrim

37. In intel 8088, there are a total of \_\_\_\_\_ possible interrupt vectors in an interrupt Vector Table.

256....confrim

38. A parallel port has \_\_\_\_\_ views

2.....confrim

39. The parallel port connector is called\_\_\_\_\_.

DB-25....confrim

40. Which of the following is the highest priority interrupt?

INT 8.....confrim

41. iret returns on the basis of \_\_\_\_\_ and \_\_\_\_\_

CS , IP.....confrim

42. When two devices in a system want to use the same interrupt Request (IRQ) line, is referred as IRQ\_\_\_\_\_.

Conflict.....confirm

43. Which of the following interrupt request(IRQ) is derived by a timer device.

IRQ 0.....confrim

44. Which of the following interrupt request(IRQ) is derived by a keyboard.

IRQ 1....confrim

45. Which of the following interrupt request(IRQ) is connected to serial port COM 2.

IRQ 3...confirm

46. Changing and restoring the state of Central Processing Unit (CPU) is called

Context switching...confirm from net

47. Which of the following is used for exporting parallel port services

INT 17.....confirm

48. The parallel port connector is called \_\_\_\_\_.

DB-25....confrim

49. Port \_\_\_\_ is used to send an End Of interrupt(EOI) signal to the programmable Interrupt Controller(PIC) after an interrupt has ended?

0x20...confrim

50. Which of the following is the destination register in IN instruction?

AL or AX.....confrim

51. \_\_\_\_\_ is used in debugging along with the trap flag.

INT 1.....confirm

52. An End of interrupt (EOI) signal is sent by the

Programmable Interrupt controller.....confirm

53. Each of the bits of port \_\_\_\_\_ corresponds to one of the interrupt request (IRQ) lines  
21.....confirm

54. The thread registration code initializes the Process Control Block (PCB) and adds it to the linked list. The \_\_\_\_\_ then gives it a turn.  
Scheduler.....confirm

55. Which of the following is BIOS interrupt providing keyboard services?  
Int 0x16...confirm

56. DOS has a single entry point to access all of its services through\_\_\_\_\_.  
INT 21.....confirm

57. The output of programmable interval timer (PIT) is connected to the \_\_\_ line of programmable interrupt controller (PIC).  
IRQ 0....confirm

58. Which of the following flags can be used in mathematical operations?  
Carry flag....confirm

59. Programmable Interrupt Controller (PIC) has \_\_\_\_\_ input signal(s) and \_\_\_\_\_ output signal(s).  
Eight, one.....confirm

60. Which of the following pins of DB-25 connector are ground?  
18-25.....confirm

61. IF the \_\_\_\_\_ flag is set, then after every instruction, a type 1 interrupt will be generated  
Automatically  
Trap.....confirm

62. Which of the following interrupts plays the most significant part during single step debugging of a program?  
INT 1....confirm

63. Which of the following flags is cleared with the help of stack?

Interrupt flag

64. Programmable interrupt controller has \_\_\_\_\_ ports 20 and 21.

2.....confrim

65. PCB stands for \_\_\_\_\_.

Process Control Block.....confirm

66. Which of the following is correct regarding the input frequency of Programmable interval Timer (PIT)?

It is fixed.....confirm

67. Which of the following is the order of pushing the contents on stack during the execution of INT instruction?

FLAGS CS and then IP....confirm

68. \_\_\_\_\_ is a special type of interrupt that returns to the same instruction instead of the next instruction

Divide overflow interrupt....confrim

69. Which of the following instruction is used to disable all interrupts during the execution of a program?

cli...confirm

70. The offset address of an interrupt service routine "n" at \_\_\_\_\_.

nx4.....confirm

71. The offset address of the segment will be at\_\_\_\_\_.

nx4+2.....confirm

72. In intel 8088 the interrupt vector table occupies \_\_\_\_\_ of memory

4 bytes

73. \_\_\_\_\_ is a special type of interrupt that returns to the same instruction instead of the next instruction.

Divide overflow interrupt.....confirm

74. Which of the following interrupts is used for saving and restoring the register?

INT 08.....confirm

75. Which of the following instruction is used to return from an interrupt service routine?

IRET.....confirm

76. Which of the following is the order of pushing the contents on stack during the execution of IRET pops instruction?

IP, CS, and then FLAGS.....confirm

77. Which of the following is the priority of interrupt Request (IRQ) 0?

Highest.....confirm

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

Bits....confirm

79. iAPXBB architecture consists of

14 register....confirm

80. Synchronization between the processor and the memory for read and write operations is done by the \_\_\_\_\_.

Control bus....confirm

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

POP....confirm

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

32, 32.....confirm

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

10....confirm

93. Shift logical left (SHL) moves of the bits one position to the \_\_\_\_\_ and inserts to zero from the \_\_\_\_\_.

Right, left...confirm

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

Al.....confirm

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

DX:AX.....confirm

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

0x30.....confirm

97. Shifting the integer 5 left by 1 bit results in

10....confirm from net

98. Intel 8085 can access up to \_\_\_\_\_ of memory, whereas intel 8088 can access up to \_\_\_\_\_ of memory

64KB , 1MB

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

Program counter....confirm

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

Instruction pointer.....confrim

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

16.....confirm

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

Valid...confirm

103. SP is associated (by default) with \_\_\_\_\_.

SS....confrim

104. IP is associated (by default) with \_\_\_\_\_.

CS....confirm

105. ASCII stands for \_\_\_\_\_.

American Standard Code for information interchange

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

Jump.....confrim

107. Which of the following uses data segment by default?

Base pointer....confirm

108. Which of the following is the number of operands for ADC (ADD with carry) instruction

3

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

Base register indirect.....confrom from net

110. 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?

10... not sure

111. Suppose BX=0x0120, CS=0x1000, and the memory under consideration is [CX:BX+0x0880]. Which of the following will be the physical address?

11A00

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

POP

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

32, 32.....confirm

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

Bits

115. iAPx88 architecture consist of

14 registers

116. Synchronization between the processor and the memory for read and write operation is done by the \_\_\_\_\_.

Control bus.....confirm

117. What does the PUSH operation do

It copies the operand on the stack.....confirm

118. Intel 8085 can access up to \_ of memory, whereas intel 8088 can access up to \_\_\_\_\_ of memory.

64KB , 1MB ...confirm

119. The basic function of register is to hold \_\_\_\_\_.

Operand...confirm

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

Control bus....confirm

121. In which of the following addressing, both register are not constant?

Base + index

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

Direct....confirm

123. What the following piece of code does?

Shl word [multiplicand],1

Rcl word[multiplicand +2], 1

Extended shift left.....confirm

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

SBB...confirm

125. The correct instruction to subtract without borrow is \_\_\_\_\_.

SUB...confirm

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

LODs...confirm

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

SP...confirm

128. iAPX88 stands for \_\_\_\_\_.

Intel Advanced Processor Extension 88

129. In far jump \_\_\_\_.

Both offset and segment are given

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

0005....confirm

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

AND....confirm from net

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

32...confirm

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

Is replaced by a 1

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

Multiplicand....confirm

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

AX.....confrim

136. Which of the following jump does not depend on flogs register?

JCXZ...confirm

137. RET instruction takes \_\_\_\_\_ argument(s)

0 ...confirm

138. Shift logical Right(SHR) moves all the bits one position to the \_\_\_\_\_ and inserts a zero from the \_\_\_\_\_.

Left, right....confrim

139. Shift logical LEft(SHL) moves all the bits one position to the \_\_\_\_\_ and inserts a zero from the \_\_\_\_\_.

Rigt, left.....confrim

139. All mathematical and logical operations are performed on the \_\_\_\_\_.

Accumulator....confrim

140. STI stands for?

Set the interrupt flag....confirm

141. What is the purpose of MOV AX, 0xFFFF?

Mov AX into 0xFFFF.....confirm

142. 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.

Local...confirm

143. \_\_\_\_\_ decrements SP(the stack pointer) by two, and then transfers a word from the source operation the top of the stack

PUSH

144. Which of the following cannot be pushed on the stack?

1 byte..confirm

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

7.....confirm

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

Trap...confirm

147. In the instruction mov word [es:0] 0x1230, 12 refers to \_\_\_ color on \_\_\_ background

Green, blue.....confirm

148. In the instruction mov word [es:0] 0x0741, 12 refers to \_\_\_ color on \_\_\_ background

White, black....confirm

149. In the instruction mov word [es:0] 0xb800, 12 refers to \_\_\_ color on \_\_\_ background

White,black...confirm

150. Which of the following is a program control instruction?

Jne 0534....confirm

151. Which of the following instruction allows memory to memory movement of data?

MOVS....confirm

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

XOR...confirm

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

8088....confrim

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

0x0100....confrim

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

8...confirm

156. Which of the following instructions allows code reusability in 8088?

Call...confrim

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

Two operands and the CF....confriim

158.  $\frac{1}{4}$  can be represented by \_\_\_\_\_ as a fractional binary number.

0.01...confirm

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

DEC

160. Stack is a data structure that behaves in \_\_\_\_\_ manner.

Both LIFO and FIFO...confirm

161. How logical errors are different from syntax error?

Identifying both types of errors is the responsibility of assembler....confrim

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

Label...confirm

163. IN 8088, there is a \_\_\_\_\_ stack.

Decrementing

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

Counter...confirm

165. There are \_\_byte(S) for each character on the screen.

1...confirm

166. During program execution if any change occurs in AH or AL is also reflected in \_\_\_\_\_.

AX...confirm

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

DS:SI..confirm

168. How jmp is different from jnz?

Jnz permanently diverts the program flow, but jmp does not..confirm

169. What makes CMP different from SUB?

CMP is a non destructive subtraction that does not affect any flag. However SUB is a destructive subtraction

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

Program counter...confirm

171. When an element is pushed on the stack, Sp is decremented by \_\_\_\_\_.

Two..confirm

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

Control bus..confirm

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

Shift logical right....confirm

174. In iAPX88 \_\_\_\_\_ flag is specially related to the string instruction.

Direction...confirm

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

0x20...confirm from net

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

CF...confirm

177. Which of the following is an illegal assembly instruction?

Mov [num1],[num2]....confirm

178. mov ax,[num1] is an example of \_bit move

8.

179. Call instruction takes a \_\_\_\_\_ as an argument

Label....confirm

180. Which of the following is the most illegal instruction?

Mov ax, [num1]

181 When the control is transferred to a subroutine?

After the arguments are pushed on the stack..confirm

182. CS and CP are both \_\_\_\_\_ bit register

16...confirm

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

Higher, lower...confirm

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

Stack...confirm

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

AND...confirm

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

Logical...confirm

7 – Blinking of foreground character

6 – Red component of background color

5 – Green component of background color

4 – Blue component of background color

3 – Intensity component of foreground color

2 – Red component of foreground color

1 – Green component of foreground color

0 – Blue component of foreground color

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

Trap...confirm

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

Carry flag..confrim

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

Cell width...confirm

190. Register are normally part of \_\_\_\_\_.

CPU...confirm

191. When the relative address stored with the instruction is in 16 bits as in the last example the jump is called a \_\_\_\_\_ jump.

Near..confrim

192. If the offset is stored in a single byte as in 75F2 with the opcode 75 and operand F2, the jump is called a \_\_\_\_\_ jump.

Short...confirm

193. How jump is different from jnz?

Jump is an unconditional jump, however jnz is a conditional jump...confirm

194. A 16-bit processor has an accumulator of \_\_\_\_\_.

32 bits...confirm

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

CMPS or SCAS...both are confirm

196. Which of the following bit is dropped into the carry flag after the execution of 'Shift Logical Right' operation

Right most bit...confirm

197. In \_\_\_\_\_ operation, the carry flag is inserted from the right causing every bit to move one location to its left. The dropped bit from the left goes into the carry flag.

Rotate through the Cary left...confirm

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

AND...confirm

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

Most significant..confrim

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

AL,AX.....confrim

201. The maximum amount of memory accessible using 8085 processor is \_\_\_\_\_-.

64KB

202. sub sp,2. The above instruction is used to perform a \_\_\_\_\_ operation on stack.

PUSH..confrim

203. In direct addressing the memory address given in the instruction is \_\_\_\_\_.

Fixed....confrim

204. Which of the following are the basic bitwise operations?

AND, OR, XOR and NOT....confirm

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

Far call....confrim

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

Stack...confirm

207. How many are the functions of a register?

Four...confirm

208. The shift logical right operation inserts a zero from the left and moves every bit one position to the right and copies the rightmost bit in the carry flag.

True...confirm

209. The shift logical left zero bit is inserted from the right and every bit moves one position to its left with the most significant bit dropping into the carry flag.

Shift Logical Left (SHL) / Shift Arithmetic Left (SAL)

210. Shift arithmetic left is just another name for shift logical left.

True

211. A signed number holds the sign in its most significant bit. If this bit was one a logical right shifting will change the sign of this number because of insertion of a zero from the left.

Shift arithmetic Right(SAR)...confirm

212. The operation of shift arithmetic right is therefore to shift 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.

True..confirm

213. In the rotate right operation every bit moves one position to the right and the bit dropped from the right is inserted at the left. This bit is also copied into the carry flag.

**Rotate Right (ROR)...true confirm**

**214. In the operation of rotate left instruction, the most significant bit is copied to the carry flag and is inserted from the right, causing every bit to move one position to the left**

**Rotate Left(ROL)...confirm**

**215. In the rotate through carry right instruction, the carry flag is inserted from the left, every bit moves one position to the right, and the right most bit is dropped in the carry flag.**

**Rotate Through Carry Right(RCR)...confirm**

**216. The exact opposite of rotate through carry right instruction is the rotate through carry left instruction. In its 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 THorough Carry Left...confirm**

**217. Register are storage cells \_\_\_\_\_.**

**Inside the processor...confirm**

**218. Which of the following is the meaning of partial pivoting while employing the row transformations?**

**Making the largest element as pivot.....confrim**

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

**AX...confirm**

**220. The base pointer accesses local variables using \_\_\_\_\_ offset**

**Negative....confrim**

**221. The important thing to observe in the ASCII table is the contiguous arrangement of the uppercase alphabets (41-5A), the lowercase alphabets (61-7A), and the numbers (30-39).**

**True**

**222. Which of the following registers hold the address of data in intel 8088?**

**BX BP ST and ES...confirm from net**

**223. Which of the following is the general form of addressing?**

Base+index+offset...confirm

224. All mathematical and logical operations are performed on its.

Arithmetic Logic Unit(ALU)...confirm from net

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

IP,SP

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

DW....confirm

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

Top...confirm

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

Carry flag

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

Short...confirm from net

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

Or ax,bx and or byte[mem] 5...confirm

231. . Which of the following is the correct syntax for 'AND operation in assembly language?

And ax, bx and 'and byte [mem] ,5..confirm

232. . Which of the following is the correct syntax for 'XOR operation in assembly language?

Xor ax,bx and xor byte [mem], 5...confirm

233. . Which of the following is the correct syntax for 'NOT operation in assembly language?

Not ax, and not byte[mem]

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

Far....confirm

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

Destination...confirm

236. Call instruction takes \_\_\_\_\_ argumetns

1...confirm

237. Program consists of \_\_\_\_ logical parts

Two....confrim

238. All the addressing mechanism in iApX88 return a number called the \_\_\_\_\_ address

Effective....confirm

239. the physical memory address of 1234:5678 segment-offset pair is

179B8

240. Which of the following gives the more logical view of the storage medium?

DOS

241.If AX=00ff then which of the following instruction can be used to change the value of AX to FF00.

AND AX,FF00...confrim

1. An 8 x 16 font is stored in \_\_\_\_\_ bytes.

16

2. In DOS input buffer, the number of characters actually read on return is stored in \_\_\_\_\_ byte.

2nd

3. Which of the following interrupts is Non maskable interrupt?

INT 2

4. In STOSW instruction, when DF is clear, DI is \_\_\_\_\_

Incremented by 2

5. Which bit of the attributes byte represents the red component of foreground color?

2

6. SP is associated with \_\_\_\_\_, by default.

SS

7. When an element is pushed on the stack SP is decremented by \_\_\_\_\_.

2

8. The other directive is "define word" or "dw" with the same syntax as "db" but reserving a whole word of \_\_\_\_\_ bits instead of a byte.

16

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

Four

10. Physical memory address is of

32 Bits

11. Which of the following string instruction is generally used in a loop instead of REP prefix?

LODS

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

**Data Segment**

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

**3**

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

**4**

15. In branching mechanism, the assembler

**Finds the Branch offset and replaces the Branch target with it**

16. The purpose of MOVS instruction is:

**Move register to register**

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

**31-41**

18. In a comparison, if the both operands are same. The result of subtraction will be zero and the zero flag will be \_\_\_\_\_.

**Set**

19. Which of the following is a non-destructive AND operation?

**OR**

20. mov [1234], ax is an example of

**base+index addressing**

21. DX plays an important role in arithmetic \_\_\_\_\_.

**multiplication**

22. Which of the following Move generates error in .com file?

Fetal move

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

Program counter

24. \_\_\_\_\_ instruction makes the code reusable.

CALL

25. How many characters were defined by standard ASCII?

128

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

BP

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

Processor

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

first column of second row

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

ROR(Rotate right)

30. CX register is mostly used as a

counter register

31. If AX=5, BX=5, CF and ZF are set, AF and DX contains zero then after the execution of instruction "ADC AX, BX", AX will contain the value \_\_\_\_\_.

11

32. MOV [BX+SI+300], AX is a \_\_\_\_\_ addressing mode instruction.

Base + Index

33. In general, width of a memory cell cannot be greater than the width of \_\_\_\_\_.

I/O Bus

34. All mathematical and logical operations are performed on the \_\_\_\_\_.

Arithmetic Logic Unit

35. \_\_\_\_\_ is a special instruction that load a segment register and a general purpose register from a memory locations.

CALL

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

Control bus

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

AND

38. Which part of this (0000000000 B80500) encoded instruction is an offset?

0500

39. SCAS compares a source byte or word in register AL or AX with the \_\_\_\_\_ string element addressed by ES: DI and updates the flags.

Destination...confirm

40. What does the given instruction do?  
SHR DL, 1

Shift and store the One bit in DL

41. \_\_\_\_\_ is set only when the last mathematical or logical operation produces a zero in its destination.

Zero flag

42. The extension of assembly language file is

.asm

43. Stack is a data structure that behaves in a first in last \_\_\_\_\_ manner.

Out

44. The instruction, MOV AX, 0005H belongs to the address mode of \_\_\_\_\_ .

Immediate

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

JNS

46. BH register is a \_\_\_\_\_ bit register.

8

47. The jump command that does not depend on FLAG register is

JCXZ

48. \_\_\_\_\_ is the basic means of sorting temporary data on the stack.

**PUSH**

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

**Base Register Indirect**

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

**JNP, JPO**

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

**32**

52. The interrupt call loads new values in \_\_\_\_\_ segment.

**CS**

53. The jump is taken if the last arithmetic operation did not changed the sign unexpectedly.

**JNO**

54. This jump is taken if the last arithmetic operation generated a carry or required a borrow. After a CMP it is taken if the unsigned destination is smaller than the unsigned source.

**JC JB JNAE**

55. This jump is taken if the last arithmetic operation did not generated a carry or required a borrow. After a CMP it is taken if the unsigned destination is larger or equal to the unsigned source.

**JNC, JNB, JAE**

56. This jump is taken if the last arithmetic operation produced a zero in its destination. After a CMP it is taken if both operands were equal.

**JE ,JZ**

57. This jump is taken if the last arithmetic operation did not produce a zero in its destination. After a CMP it is taken if both operands were different.

**JNE ,JNZ**

58. This jump is taken after a CMP if the unsigned destination is larger than the unsigned source.

**JA, JNBE**

59. This jump is taken after a CMP if the unsigned destination is smaller than or equal to the unsigned source.

**JNA, JBE**

60. This jump is taken after a CMP if the signed destination is smaller than the signed source.

**JL ,JNGE**

61. This jump is taken after a CMP if the signed destination is larger than or equal to the signed source.

**JNL ,JGE**

62. This jump is taken after a CMP if the signed destination is larger than the signed source.

**JG,JNLE**

63. This jump is taken after a CMP if the signed destination is smaller than or equal to the signed source.

**JNG ,JLE**

64. This jump is taken if the last arithmetic operation did not change the sign unexpectedly.

**JNO**

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

**JS**

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

**JNS**

67. This jump is taken if the last arithmetic operation produced a number in its destination that has even parity.

**JP JPE**

68. This jump is taken if the last arithmetic operation produced a number in its destination that has odd parity.

**JNP JPO**

69. This jump is taken if the CX register is zero.

**JCXZ**

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

**JO....confirm**

71. All the addressing modes return the number after calculation, this number is known as \_\_\_\_\_ ?

**Effective Address**

72. \_\_\_\_\_ is a temporary storage places inside the processor.

**Register**

73. There are just \_\_\_\_\_ block processing instructions in 8088.

**5**

74. MUL (multiply) instruction performs an unsigned multiplication of the source operand and the \_\_\_\_\_ .

**Accumulator**

75. When a 32 bit number is divided by a 16 bit number, the quotient is of \_\_\_\_\_.

16 bits

76. In the instruction MOV AX, 5 the number of operands are \_\_\_\_\_.

1

77. In DOS input buffer, number of characters actually read on return is stored in \_\_\_\_\_.

2nd byte

78. Which of the following is used to terminate a string in assembly language?

\$

79. In multitasking, which of the following interrupts is used as scheduler during context switching?

INT 8

80. We can set the current file position in DOS using service number \_\_\_\_\_.

0x42

81. In the context of video services, if we want to set cursor position which of the following will be the value of AH?

AH = 02h

82. Which of the following registers hold the page number for using the write string service of INT 10?

BH

83. \_\_\_\_\_ is the highest priority interrupt in interrupt controller.

IRQ 0

84. The 'program segment prefix' for com files is of size:

64 bytes

85. "INT 13-BIOS disk services" generally uses which register to return the 'error code'?

AH

86. Which of the following services of INT 10 is used for writing the string?

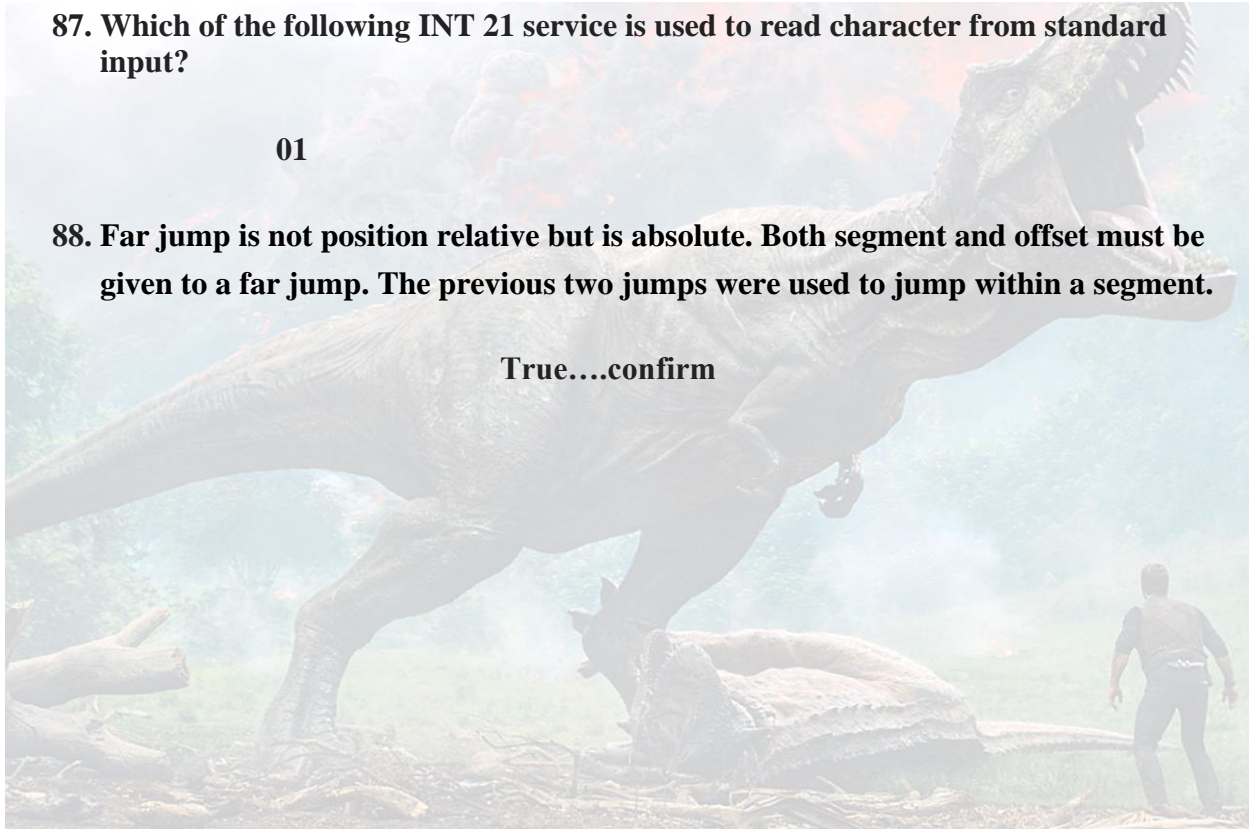
0x13

87. Which of the following INT 21 service is used to read character from standard input?

01

88. Far jump is not position relative but is absolute. Both segment and offset must be given to a far jump. The previous two jumps were used to jump within a segment.

True....confirm



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

**Direct**

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

**FAR**

In Extended Multiplication, we store the Multiplication in \_\_\_\_\_ bits , and the result is stored in \_\_\_\_\_ bits

**32 , 32...confirm**

**SHL and SAL are same**

**True**

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

**Subtraction**

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

**JO**

The Execution of the instruction “mov word [ES:160]” will print a character on the screen at the \_\_\_\_\_

**First, second**

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

**Logical**

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

**AND AX,FF00**

Total NUMBER of reserved interrupts on the intel 8088 are \_\_\_\_\_

8

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

**Stack**

\_\_\_\_\_ is used for temporary diversion.

**CALL**

The swap flag can be stored in \_\_\_\_\_

**A Register**

The JUMP is taken if the last arithmetic has produced a positive number in its destination

**JNP**

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

**25, 40**

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

**Interrupt Vector table**

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

**Two**

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

**PUSH**

REPE repeats a string instruction while the \_\_\_\_\_

**ZERO**

Which of the following is the extension of object file?

**.exe**

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

**8088**

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

**CX**

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

**FLAGS**

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

**cleared**

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

**Stack**

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

**indexed**

A value 0500 is stored in my memory. If we transfer this value to a general-Purpose register. Then it will be shown as

**0500**

In iAPX88, when an element is popped from the stack .SP is \_\_\_\_\_ by 2

**DECREMENTED**

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

**cld**

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.

### shift logical right operation

iAPX88 consist of \_\_\_\_\_ register

14

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

For example the clear screen operation initializes this whole block to

0/0720.

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

The \_\_\_\_\_ and DPL have the same meaning as in data and code descriptors.

### P

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

### Seven

In general the memory cell cannot be wider than the width of the

data bus.

BP the default segment used is

SS.

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

### **Incrementing**

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

### **Direct**

The important thing to observe in the ASCII table is the contiguous arrangement of the uppercase alphabets (41-5A), the lowercase alphabets (61-7A), and the numbers

**(30-39).**

How many are the functions of a register.

**Two**

B80500, B8 was the opcode and

**0500**

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

**afterwards**

Scrolling is the process when all the lines on the screen move one or more lines towards the top or towards the bottom and the new line that appears on the top or the bottom is

**cleared.**

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

**control bus.**

In the \_\_\_\_\_ the carry flag is inserted from the left, every bit moves one position to the right, and the right most bit is dropped in the carry flag

**rotate through carry right instruction(RCR),**

the interrupt call loads new values in CS, IP, and

## FLAGS.

SCAS compares a source byte or word in register AL or AX with the \_\_\_\_\_ string element addressed by ES:DI and updates the flags.

## Destination

How logical errors are different from syntax error \_\_\_\_\_ is generally used in a loop instead the REP.

**Identifying syntax and logical errors is responsibility of assembler and programmer respectively**

## LODS

The instructions for permanent diversion in intel 8088 is

## jmp

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

\_\_\_\_\_ subtracts one from its single operand.

## DEC

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

$$\text{location} = (\text{hypos} * 80 + \text{epos}) * 2$$

Stack is a data structure that behaves in a first in last \_\_\_\_\_ manner.

## Out

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

## 16 bits

REPE or REPNE are used with the \_\_\_\_\_ instructions.

## SCAS

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

## AND

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

## 0F

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

2

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

## AND

“mov [bx], ax” moves the two byte contents of the AX register to the address contained in the BX register in the current

**data segment.**

OR operation in assembly

“or ax, bx”

AX and BX. There are \_\_\_\_\_ AND operations as a result; one for every bit of AX

16

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

## Destination

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

16

Whenever an element is pushed on the stack SP is decremented by

**Two**

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

trap flag

The convention to return a value from a subroutine is to use

the AX register

The iAPX88 architecture consists

of 14 registers..

the CALL instruction \_\_\_\_\_ is decremented by two

SP

The P and DPL have the same meaning as in data and code descriptors.

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

**Seven**

memory cell cannot be wider than the width of

the data bus.

BP is attached to SS by default

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

Incrementing

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

(30-39).

multiply two 32bit numbers and store the answer in a 64bit location.

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

**0500**

The first instruction of “COM” file must be at offset

- 0x0010
- **0x0100**
- 0x1000
- 0x0000

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

- 12
- 14
- **16**
- 18

One screen location corresponds to a

- Byte
- **Word**
- Double type
- Double word

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

- **First decremented and then element copied to the stack**
- First incremented and then element copied to the stack
- decremented after the element copied to the stack
- incremented after the element copied to the stack

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

- **The character code**
- The attribute byte
- the parameters
- The dimensions

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

Instruction: CMP AX, BX, JA label

- Jump will be taken
- Zero flag will set

- 2F will contain value -4
- **Jump will not be taken**

Only instructions allow moving data from memory to memory.

- **String**
- Word
- Indirect
- Stack

In a video memory, each screen location corresponds to \_\_\_\_\_

- One byte
- **Two bytes**
- Four bytes
- Eight bytes

mov ax,5 has

- 1 operand
- **2 operand**
- 3 operand
- 4 operand

The physical address of the stack is obtained by

- SS:SI combination
- **SS:SP combination**
- ES:BP combination
- ES:SP combination

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

- Data
- Intermediate result
- **Address**
- Both data and addresses

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

- 32 bits
- **16 bits**
- 8 bits
- 4 bits

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

- ZF is cleared
- **DF is cleared**
- ZF is set

• DF is set  
The instruction ADC has \_\_\_\_\_ Operand(s)

- 0
- 1
- 2
- 3

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

- 3
- 4
- 5
- 6

In STOS instruction, the implied source will always be in

- **AL or AX registers**
- DL or DX registers
- BL or BX registers
- CL or CX registers

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

- **AX**
- BX
- CX
- DX

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

- **Legal**
- Illegal
- Stack bases
- Memory indirect

To transfer control back the RET instruction take

- 1 argument
- 2 arguments
- **3 arguments**
- No arguments

The maximum parameters a subroutine can receive (with the help of registers) are

- 6
- 7
- 8
- 9

The basic function of SCAS instruction is to

- **Compare**
- Scan
- Sort
- Move data

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

- Index register
- Base register
- **Flags register**
- Accumulator

To convert any digit to its ASCII representation

- **Add 0x30 in the digit**
- Subtract 0x30 from the digit
- Add 0x61 in the digit
- Subtract 0x61 from the digit

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

- **The character code**
- The attribute byte
- The parameters
- The dimensions

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

- **Carry**
- Parity
- Zero
- Sign

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

- CF
- OF
- DF
- **No flags will be affected**

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

- Base pointer
- Code segment
- Source index
- **Program counter**

The clear screen operation initializes whole block of video memory to

- 0417

- 0714
- **0721**
- 0174

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

- One
- **Two**
- Three
- Four

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

- **Db**
- dw
- dd
- dq

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

2. Which of the following describes the purpose of MOVS instruction?

Move memory to memory

3. Which part of this (0000000B80500) encoded instruction is an offset?

0500

4. Stack is a data structure that behaves a first in last \_\_\_\_\_ manner. Out

5. In the instruction “mov word [es:160], 0x1230”, 30 represents \_\_\_\_\_ character. 0

6. Multiplying two 4 bit numbers result in a \_\_\_\_\_ bit number.

8

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

16

8. \_\_\_\_\_ 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

9. Physical memory address is of

20 bit

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

Input, output

11. In base+offset addressing, the value contained in the base register is add with offset to get \_\_\_\_\_.

Effective address

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

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

Lower, higher

14. CLI stands for

Clear the interrupt flag

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

16 bits

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

Accumulator

17. DW can store \_\_\_\_\_ bit value in it.

16

18. When the stack pointer, points to the return address? When the bubble sort subroutine is called

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

Intel Advanced Processor Extensions 88

20. 90 is the op-code of Do nothing

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

ASCII code

22. We can convert any digit to \_\_\_\_\_ by adding 0x30 in the digit.

ASCII

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

Iteration

24. Which of the following is a non-destructive AND operation? Test

25. 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)

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

30-39

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

XOR

28. BH register is a \_\_\_\_\_ bit register.

8

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

JE

30. SP is associated (by default) with \_\_\_\_\_.

SS

31. The maximum amount of memory accessible using 8085 processor is \_\_\_\_\_.

64 KB

32. In XOR operation the output is 1 if

Both inputs are different

33. The clear screen operation initializes whole block of video memory to:

0720

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

Two

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

db

36. All mathematical and logical operations are performed on the \_\_\_\_\_

Accumulator

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

Far

38. Which of the following bit that “Shift Logical Right” operation copies in the carry flag?

Right most bit

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

Program counter

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

Address bus

41. \_\_\_\_\_ containing the address of the next instruction to be executed. Instruction pointer (IP)

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

0x20

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

SHL AX, 8

MUL AX,3

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

Synchronous

45. 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

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

REPNE

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

Hooking

48. What does the following instruction do? ADD AX. BX

Add both registers and load value into ax register

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

Segment addressing

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

CMPS

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

Cell width

52. 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)

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

SI, DI

54. 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

55. 8085 can access up to \_\_\_\_\_ of memory, whereas 8088 can access up to \_\_\_\_\_ of memory.

64Kb, 1Mb

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

16

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

Decrementing

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

Local

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

Memory-to-Memory

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

SP

61. In interrupt vector table, introducing a new entry in the mapping table is called \_\_\_\_ an interrupt.

Hocking

62. Which of the following is the most illegal instruction? Mov al, ax

63 Motorola follows \_\_\_\_

Big endian

64. Which of the following instruction allows code reusability in 8088?

CALL

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

Argument

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

PUSH

67. Which of the following is a Program Control Instruction?

cmp ax,0

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

Physical memory

69. In assembly language “JN2” is used to Jump if the zero flag is not set

70. In segmented memory model, the size of one window is restricted to \_\_\_\_\_.

64 KB

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

Sixteen

72. MOV[BX+SI+300],AX is a \_\_\_\_\_ addressing mode instruction.

Base + index + offset

73. Physical address calculating depends on

Effective address

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

4

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

PUSH

76. By default CS is associated with

IP

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

Top the stack

78. If AX=O0FF, then which of the following instruction can be used to change the value of AX to FFOO

ANDAX, FFOO

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

Effective

80. In 8088 processor, interrupts are divided into the following classes. Software Interrupts, Hardware Interrupts

81. Which of the following is the interrupt number for NMI? INT 3

82. here are \_\_\_ registers in IAPX88 architecture that can hold address of data. 4

83. Use of AND operation to make selective bits zero in its destination operand is known as\_\_\_\_\_.

Selective Bit Clearing

84. Standard ASCII has \_\_\_\_\_ characters? 128

85. \_\_\_\_\_ is used to store both the instructions to be executes by the microprocessor and the data to be used in the computation.

Microprocessor

86. Number of operands of ADC ( add with carry) register are: 3

87. DX play an important role in arithmetic

Addition.

88.Stack is a

Data Structure

89. REPE or REPNE are used with the \_\_\_\_\_instructions

SCAS

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

LDS

91. Keywords used to define two bytes program

DW

92. The shift logical left operation is the exact \_\_\_\_\_ of shift logical right

Opposite

94. Sending the appropriate signal on the control bus to the memory is the responsibility of Control Bus

95. A parallel port has \_\_\_\_\_ views

2

96. The mechanism used to drop carry for making the calculated address valid is known is address wraparound

97. In \_\_\_\_\_ a zero is inserted form right and every bit moves one position to its left wth most significant but dropping in to carry flag

Both SHL and SAL

98. The reduction in code size and the improvement in speed are the two reasons why block processing instruction were introduced in the \_\_\_\_\_ Processor

8080

99. Mov ax, [NUM1] is a \_\_\_\_\_ bit move instruction.

16

100. Which of the following is the interrupt number for debug interrupt

INT 3

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

4

102. If BL contains 000000101 then after a Singe Right Shift, BL will contain

00000010

103. \_\_\_\_\_ can be used to check weather particular bit of number are set or not

AND

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

Near

105. The Stack of 8088 works on \_\_\_\_Sized element

Word

105. The interrupt call loads new values in segment

Flag

106. Mov AX, 0XB800, Move ES, AX : this instruction points ES to

Video Base

107. When the operant of DIV instruction is of 16 bits then implied dividend will be of

Bits

8

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

0

109. When the operand of DIV instruction is of 16-bits then implied dividend will be stored in

AX Register

110. Constant can never be used as

destination

111. DB-25 is a \_\_\_\_\_Port Connector

Parallel

112. Flag register is a special register in every architecture ,, is as also known as

Program Status Word

113. BP stands for

base pointer

114. Intel follows

little endian

115. Mov [1234].ax is an example of

direct addressing

1. 116. **OR** is used to clear any specific bit in a binary number

117. In general the memory cell cannot be wider than the width of the

data bus.

118. Source operand always resided in

accumulator register

119. \_\_\_\_\_ always resided in accumulator register

source operand

120. INT instruction takes \_\_\_\_\_ argument varying from 0-255.

1 byte

122. Program consists of

logical parts

123. 8088 provides a mechanism for mapping interrupts to interrupt handlers is called h

hooking an interrupt.

124. The routine that executes in response to an INT instruction is called the \_\_\_\_\_ or \_\_\_\_\_

interrupt service routine (ISR) , the interrupt handler.

125. The push operation copies its operand on the stack , while the \_\_\_\_\_ operation makes a copy from the top of the stack into its operand.

pop

126. ROR : in the rotate right operation every bit moves one position to the right and the bit dropped from the right is inserted at the left and also copied into the carry flag.

127. The segment, offset pair is called a

logical address

128. the **local variables** and the **parameters** are always stored in

stack segment

129. SCAS compares a source byte or word in register AL or AX with the destination string element addressed by ES:DI and updates the flags.

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

odd parity

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

even parity.

131. There are two forms of the DIV instruction.

132. Unconditional jump

always transfer the control

133. The group of bits that the processor uses to inform the memory about which element to read or write is collectively known as the

**address bus.**

134. ADC has three operands

135. In direct addressing the memory address given in the instruction is

**fixed**

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

Direct

137. \_\_\_\_\_ pair of registers used to access memory

DI and SI

138. Total number of cells is called the

**depth**

139. \_\_\_\_\_ copies the \_\_\_\_\_ in the carry flag

**Shift Logical Right (SHR) , right most bit**

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

**MOVS**

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

**interrupt vector table**

142. POP is also known as

**destination operand**

143. The **parallel** port connector is a 25pin connector called

**DB-25**

144. The \_\_\_\_\_port connector is a 25pin connector called DB-25

**parallel**

145. There are just \_\_\_\_\_ block processing instructions in 8088.

**5**

146. Interrupts are \_\_\_\_\_and unpredictable

**asynchronous**

147. \_\_\_\_\_instruction allows code reusability in 8088

**CALL**

148. Program Control Instructions

**cmp ax, 0**

149. In MULTIPLICATION ALGORITHM ,We take the first digit of the multiplier and multiply it with the

**multiplicand**

150. \_\_\_\_\_jump is taken if the last arithmetic operation changed the sign unexpectedly.

**JO**

151. \_\_\_\_\_is a special instructions

**CLI**

152. the interrupt call loads new values in

**CS**

153. A 32bit processor has an accumulator of

32 bits.

154. Left shift on hexa-decimal number 9C40 ans is

0x13880

154. Each entry of the table is of \_\_\_\_\_bytes

four

155. Video Graphics Adapter

**VGA.**

156. The instruction “mov [bp], al” moves the one byte content of the AL register to the address contained in the BP register in the current

**stack segment.**

158. STI stands for

Set Interrupt Flag

159. Flags register is a special register in every architecture, it is also known as

**program status word**

160. A special register exists in every processor called

the **program counter or the instruction pointer**

161. `mov word [es:160], 0x1230 12` meaning

green color on blue background.

162. \_\_\_\_\_ can store 16 bits

**DW**

163. two variants of STOS are \_\_\_\_\_ and \_\_\_\_\_ STOSB, STOSW

164. 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**

165. In Far jump

both offset and segment are given

167. to multiply a number in register by 2 the number is

shift left one bit

168. In case of downward compatible mechanism, the codes written for 8080 are \_\_\_\_\_ for 386 processor

Valid

169. Interrupt hooking is the mechanism that is used for mapping interrupt to interrupt handler

170. Which of the following statement is used to clear the value of AX register, xor ax,

0

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

add bx, [1200]

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

base+offset

173. \_\_\_\_\_ operation , a carry flag is inserted from left moving every bit one position to the right, with the right most bit is dropped in carry flag

RCR

175. After the execution of SAR

instruction most significant bit retains its original value

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

Control unit

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

set

177. When SI and DI are used, we name the method

Indexed Addressing

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

SS:SP

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

index register

180. Interrupts are \_\_\_\_\_ event

asynchronous

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

AX

182. Basic function of register is to

hold operand

183. Which among the following is the pointer registers?

index pointer and decision pointer

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

data segment

185. In string manipulation the instruction to clear the direction flag is

CLD

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

small number

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

AND

188. The interrupt call loads new values in CS, IP, and

FLAGS.



## **CS401 QUIZ 2, 2022**

**Quiz-2 will be launched on March 02, 2021 that will remain open for 72 hours only. The syllabus for the quiz is Lecture No. 19-39. Lesson 7 to 15**

### **ORANGE MONKEY TEAM**

1. There are \_\_\_\_\_ forms of MOV instruction.  
Two.....confirm
2. The program segment prefix for com files is of \_\_\_\_\_ size.  
256 bytes
3. Which of the following instructions, selects the memory address space?  
Mov .....confirm
4. Which of the following instructions, selects the peripheral address space?  
IN.....confirm
5. Which of the following instructions to read and write from the peripheral address space?  
IN and OUT.....confirm
6. INT instruction takes a \_\_\_\_\_ byte(s) argument varying from 0-255.  
Single(1).....confirm
7. Which of the following interrupt requests (IRQ) is derived by the keyboard when generates an interrupts when a key is pressed or released.  
IRQ 1....confirm
8. Which of the following interrupt requests (IRQ) is the cascading interrupt connected to the output of the second 8451 in the machine?  
IRQ 2....confirm

9. Which of the following interrupt requests (IRQ) is connected to serial port COM 2?

IRQ 3.....confirm

10. A FAT32 file system directory entry in DOS consist of how many bytes ?

32....confirm

11. Which of the following interrupt requests (IRQ) is connected to serial port COM 1?

IRQ 4....confirm

12. Which of the following interrupt requests (IRQ) is used by the sound card or network card.

IRQ 5.....confirm

13. Which of the following interrupt requests (IRQ) is used by the floppy disk drive ?

IRQ 6....confirm

14. Which of the following interrupt requests (IRQ) is used by the parallel port?

IRQ 7 .....confirm

15. \_\_\_\_\_ register is used for storing the base and limit of GDT.

GDTR.....confirm

16. The first entry of the GDT must always be zero. It is called the \_\_\_\_\_.

Null descriptor....confirm

17. In intel 8088 there are a total of \_\_\_\_\_ possible interrupt vectors in an interrupt Vector Table.

256....confirm

18. Which register is generally used to specify the service number of an interrupt?

Ax.....confirm from net

19. In the context of video services, if we want to write string then which of the value will be placed in AH?

13h....confirm

20. In 9pin DB 9 connector, which pin is assigned to Signal Ground?

5....confirm

21. In 9pin DB 9 connector, which pin is assigned to Data terminal?

4....confirm

22. In 9pin DB 9 connector, which pin is assigned to transmitted data?

3.....confirm

23. In 9pin DB 9 connector, which pin is assigned to Received data?

2.....confirm

24. In 9pin DB 9 connector, which pin is assigned to Carrier Detect?

1.....confirm

25. In 9pin DB 9 connector, which pin is assigned to Data Set?

6.....confirm

26. In 9pin DB 9 connector, which pin is assigned to request to send (RTS)?

7.....confirm

27. In 9pin DB 9 connector, which pin is assigned to Clear to send (CTS)?

8.....confirm

28. In 9pin DB 9 connector, which pin is assigned to Ring indicator(RI)?

9.....confirm

29. The first parallel port LPT1 has ports designated from \_\_\_\_\_ to \_\_\_\_\_.  
378 to 37 A.....confirm

30. A parallel port has \_\_\_\_\_ views

2.....confirm

31. COM2 is connected with

IRQ3.....confirm

32. Which of the following service of INT 21 is used to write a string on standard output?

09h.....confirm

33. Which of the following register hold the page number for using the write string service of INT 10?

BH....confirm

34. New devices are allowed to work with the existing operating system with the help of \_\_\_\_\_.

Device drivers...confirm

35. Which of the following register hold the cursor start and options for using the write string service of INT 10?

CH.....confirm

36. Which of the following register hold the number of lines by which to scroll up for using the write string service of INT 10?

AL....confirm

37. Which of the following register hold the character to display for using the write string service of INT 10?

AL.....confirm

38. Which of the following register hold write mode for using the write string service of INT 10?

AL...confirm

39. The \_\_\_\_\_ and DPL have the same meaning as in data and code descriptors.

P.....confirm

40. The routine which executes as a result of INT instruction is called \_\_\_\_\_.

Interrupt service routine.....confirm

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

Byte....confirm

42. When two devices in a system want to use the same interrupt request (IRQ) line, is referred as IRQ \_\_\_\_\_.

**Conflict....confirm**

43. Serial port services are provided by the \_\_\_\_\_.

**BIOS INT 14....confirm**

44. During multitasking \_\_\_\_\_ is used to get control from the program without letting the program know about it.

**IRQ 0....confirm**

45. Which of the following is BIOS interrupt providing keyboard services?

**INT 0x16.....confirm**

46. REPNZ repeats the following instruction while the \_\_\_\_\_.

**ZF is not set....confirm**

47. Which of the following is the source register in OUT instruction?

**AL or AX....confirm**

48. At the end of servicing an interrupt \_\_\_\_\_ signal is used to inform the Programmable interrupt Controller (PIC) about it.

**EOI...confirm**

49. INT 0x13 service 0x03 is used to \_\_\_\_\_.

**Write disk sector...confirm**

50. INT 0x13 service 0x00 is used to \_\_\_\_\_.

**RESET disk system....confirm**

51. INT 0x13 service 0x02 is used to \_\_\_\_\_.

**READ sector into memory**

52. INT 0x13 service 0x08 is used to \_\_\_\_\_.

**GET drive parameters....confirm**

53. INT 0x21 service 0x01 is used to \_\_\_\_\_.

**READ character from standard input, with echo.....confirm**

54. INT 0x21 service 0x09 is used to \_\_\_\_\_.

**Write string to standard output...confirm**

55. INT 0x21 service 0x0A is used to \_\_\_\_\_.

**Buffered input....confirm**

56. In programmable interrupt Controller (PIC) which of the following ports is used to selectively enable or disable interrupts?

**21....confirm**

57. In multitasking, which of the following interrupts is used scheduler?

**INT 08....confirm**

58. Which of the following interrupts is used for saving and restoring the registers?

**INT 08....confirm**

59. Scrolling is the process of moving one or more lines towards the top or bottom of the screen and this is \_\_\_\_\_.

**Cleared.....confirm**

60. Software interrupts are called by extended \_\_\_\_\_ call mechanism

**Far**

61. The root directory of floppy contains \_\_\_\_\_ fixed entries

**512....confirm**

62. Programmable interrupt controller has \_\_\_\_\_ ports.

**Two(20, 21)...confirm**

63. The space where all registers of a task are stored is called \_\_\_\_\_.

**Process control block(PCB).....confirm**

64. In the context of video services, if we want to scroll the window up which of the following will be the value of AH?

**AH=06h....confirm**

65. In the context of video services, if we want to scroll the window down which of the following will be the value of AH?

AH=07h....confirm

66. In the context of video services, if we want to set text-mode cursor shape which of the following will be the value of AH?

AH=01h....confirm

67. In the context of video services, if we want to set cursor position which of the following will be the value of AH?

AH=02h....confirm

68. In the context of video services, if we want to write character and attribute at cursor position which of the following will be the value of AH?

AH=09h....confirm

69. In the context of video services, if we want to write character only at cursor position which of the following will be the value of AH?

AH=0Ah....confirm

70. In the context of video services, if we want to write string which of the following will be the value of AH?

AH=13h....confirm

71. INT instruction takes a \_\_\_\_\_ byte(s) argument varying from 0-255.

1....confirm

72. Which of the following is the number of pin(s) outside the processor for generating interrupts by the external hardware?

1....confirm

73. Each entry of the interrupt vector table is of \_\_\_\_\_ byte(s).

4....confirm

74. Which of the following is the priority of interrupt request (IRQ) 0?

Highest...confirm

75. The interrupt call loads new values in CS, IP and \_\_\_\_\_.

**FLAgS....confirm**

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

**CX ...confirm**

**77. Which of the following interrupt Requests (IRQ) is derived by a timer device?**

**IRQ 0 .....confirm**

**78. An END of interrupt (EOI) signal is sent by the \_\_\_\_\_**

**Programmable interrupt controller.....confirm**

**79. Which of the following INT21 service is used to read character from standard input?**

**AH= 01h.....confirm**

**80. Which of the following INT21 service is used to write string to standard output?**

**AH=09h.....confirm**

**81. Which of the following INT21 service is used to buffered Input?**

**AH=0Ah....confirm**

**82. Which of the following instructions, select the peripheral address space?**

**IN.....confirm**

**83. Software interrupts are called by extended \_\_\_\_\_ call mechanism**

**Far....confirm**

**84. Which of the following is the interrupt number for debug interrupt?**

**Int 3.....confirm**

**85. In intel 8088, the interrupt vector table occupies \_\_\_\_\_ of memory**

**4 bytes....confirm**

**86. The register size of 386 architecture is \_\_\_\_\_.**

**32 bit.....confirm**

**87. Which of the following instructions is used to disable all interrupts during the execution of a program?**

cli.....confirm

88. In case of COM file, first command line parameter is stored at \_\_\_\_\_ offset of program segment prefix?

0x80....confirm

89. \_\_\_\_\_ is a special type of interrupt that returns to the same instruction instead of the next instruction.

Divide overflow interrupt.....confirm

90. Which of the following is the order of pushing the contents on stack during the execution of INT instruction?

CS, IP and flags.....confirm

91. The output of Programmable interval Timer (PIT) is connected to the \_\_\_\_\_ line of programmable interrupt controller (PIC).

IRQ 0....confirm

92. Which of the following formulae is used for calculating the segment address of an interrupt service routine “n”?

$N*4+2$ .....confirm

93. The thread registration code initializes the Process Control Block (PCB) and adds it to the linked list. The \_\_\_\_\_, then gives it a return.

Scheduler.....confirm

94. Interrupts are \_\_\_\_\_ and \_\_\_\_\_

Asynchronous , unpredictable.....confirm

95. The execution of the instruction `mov word {ES:160} 0x1230` will print a character on screen at the \_\_\_\_\_ column of the \_\_\_\_\_ row.

First, second....confirm

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

$\text{Location} = (\text{rowno} * 80 + \text{column}) * 2$

97. The clear screen operation initializes the whole block of video memory to \_\_\_\_\_.

0x0720.....confirm

98. In programmable interrupt controller, which of the following ports is the control port?

Port 20....confirm

99. The convention to return a value from a subroutine is to use the \_\_\_\_\_ register.

AX.....confirm

100. The parallel port connector is called \_\_\_\_\_  
DB-25.....confirm

101. Which of the following is the number of pin(s) outside the processor for generating interrupts by the external hardware?

1.....confirm

102. Which of the following is the time interval between two timer ticks?

55ms.....confirm

103. Which of the following IRQs is used for sound card or network card ?

IRQ 5.....confirm

104. \_\_\_\_\_ is used for exporting keyboard services.

INT 11....confirm

105. If the \_\_\_\_\_ flag is set, then after every instruction, a type 1 interrupt will be generated automatically.

Trap....confirm

106. On executing INT 0x21 service 0x3D, if file is successfully opened then

ZF will contain 0....confirm from net

107. On executing INT 0x21 service 0x3D, if file can't be opened then

ZF will contain 1....confirm from net

108. BPB stands for\_\_\_\_\_.

**Bios parameter block.....confirm**

109. Which of the following is the destination register in IN instruction?

**AL or AX....confirm**

110. Interrupts are \_\_\_\_\_ events

**Synchronous**

111. Which of the following is the interrupt number for NON-maskable interrupt(NMI)?

**INT 2....confirm**

112. The correlation process from the interrupt number to the interrupt handler uses a table called \_\_\_\_\_.

**Interrupt vector table....confirm**

113. IN DOS, if file name is more than 8-characters then which flags of attribute byte are set.

**System flag and volume label flag**

114. While using INT 10 for writing graphic pixel on screen, which of the following registers hold the information about pixel color?

**AL....confirm**

115. Which of the following services of INT 10 is used to get the video font information?

**1130h....confirm**

116. In case of COM file, maximum length of parameters passes through command line can be \_\_\_\_\_.

**255 bytes**

117. Programmable interrupt Controller (PIC) has \_\_\_\_\_ input signal(s) and \_\_\_\_\_ output signal(s).

**Eight, one....confirm**

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

**Cld.....confirm**

119. Which of the following is used to set direction flag?  
Std.....confirm
120. Which of the following is the ACK pin in DB-25 connector?  
10.....confirm
121. BIOS video services are broadly classified into \_\_\_\_\_ categories.  
2.....confirm
122. In multitasking environment, which of the following structure is used to maintain the order of active process control blocks (PCB)?  
Register.....confirm
123. \_\_\_\_\_ is a special instruction that loads a general purpose register, and a segment register from two consecutive memory locations.  
LES.....confirm
124. Programmable interrupt Controller (PIC) has \_\_\_\_\_ input signal(s) and \_\_\_\_\_ output signal(s).  
Eight, one....confirm
125. Which of the following interrupts plays the most significant part during single step debugging of a program?  
INT 1.....confirm
126. Iret returns on the basis of \_\_\_\_\_ and \_\_\_\_\_.  
Cs,IP.....confirm
127. Total number of reserved interrupts in Intel 8088 are  
255.....confirm
128. The 8088 processor divides interrupts into \_\_\_\_\_ classes.  
Two...confirm
129. As compared to \_\_\_\_\_, \_\_\_\_\_ provides more cooked services.  
BIOS, DOS.....confirm
130. The IDTR is a \_\_\_\_\_ bit register similar in structure to the GDTR

48.....confirm

131. INT13-BIOS disk services generally uses which register to return the error flag?

CF.....confirm

132. DOS has a single entry point to access all of its services through \_\_\_\_\_.

INT 21.....confirm

133. Which of the following flags can be used in mathematical operations?

Carry flag.....confirm

134. What is the purpose of the following two instructions? MOV AX, 0XB800  
MOV EX,AX

POINTS ES to video base.....confirm

135. Which of the following instruction is used to return from an interrupt service routine?

Iret....confrim

136. Which of the following pins of DB-25 connector are ground?

18-25.....confirm

137. INT13-BIOS disk services generally uses which register to return the error code?

AH.....confirm

138. IBM AT has \_\_\_\_\_ Programmable interrupt Controllers (PIC)

2....confirm

139. WHICH OF the following interrupts is used to maintain the system time?

INT 8.....confirm

140. Which of the following flags is cleared with the help of stack?

Direction flag.....confirm

141. The register size of 386 architecture is \_\_\_\_\_.

32 bit.....confirm

142. After the execution of STOSB and STOSW the CX register will be \_\_\_\_\_  
by \_\_\_\_\_.

Decrement by 1.....confirm

143. Which of the following is the highest priority interrupt?

INT 08.....confirm

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

DF, set.....confirm

145. Which of the following services of INT 10 is used for writing the string?

0x13.....confirm

146. Changing and restoring the state of Central Processing Unit (CPU) is called.

Multitasking

147. Which of the following stands for TSR?

Terminate and stay resident....confirm

148. After the execution of STOSB and STOSW, the CX register will be \_\_\_\_\_  
by \_\_\_\_\_.

Decrement by 1....confirm

149. While writing graphics pixel on the screen, which registers hold the value for  
setting cursor position?

CX, DX...confirm from net

150. Which of the following BIOS INT provides serial port services.

INT 14.....confirm

151. Which of the following stands for TSR?

Terminate and stay resident.....confirm

152. PCB stands for \_\_\_\_\_.

Process control block....confirm

153. The bits are sent one by one in a specially formatted fashion on the \_\_\_\_\_.

Serial port...confirm

154. In assembly language \_\_\_\_\_ is used to load a character in AL.

Lodsb.....confirm

155. Which of the following services of INT 10 is used to write graphic pixel on the screen?

0x0C.....confirm

156. COM1 is accessible via ports \_\_\_\_\_ while COM2 is accessible via \_\_\_\_\_.

358-3FF, 258-2FF.....confirm

157. Port \_\_\_\_ is used to send an END of interrupt (EOI) signal to the programmable interrupt Controller (PIC) after an interrupt has ended.

0x20.....confirm

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

REP....confirm

159. COM1 is connected with

IRQ4....confirm

160. BIOS video services are exported via interrupt.

INT 10.....confirm

161. In the context of video services, if we want to set the cursor at top left corner, which of the values will be stored in DH and DL respectively?

00.00.....confirm

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

Zero...confirm

163. Device drivers can be divided into \_\_\_\_\_ major categories.

2.....confirm

164. A 32-bit address register can access up to \_\_\_\_ of memory

4GB....confirm

165. \_\_\_\_\_ is used in debugging along with the trap flag.

INT 1.....confirm

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

Words.....confirm

167. Which of the following instructions is used to read a character from the keyboard port?

In al, 0x60.....confirm

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

Full....confirm

169. The programmable interval timer (PIT) has input frequency of \_\_\_\_\_.

1.19318 MHZ.....confirm

## CS401 Grand Quiz Solution File

The clear screen operation initializes whole block of video memory to:

0720

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

Two

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

db

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

Far

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

Left most bit

All mathematical and logical operations are performed on the \_\_\_\_\_

Accumulator

90 is the op-code of

do nothing

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

Masking position

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

XOR

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

Program counter

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

**Address bus**

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

**Instruction Pointer (IP)**

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

**0x20**

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

**Synchronous**

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**

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

**MUL AX, 3**

Which of the following is a non-destructive AND operation?

**Test**

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

**REPNE**

What does the following instruction do?

ADD AX, BX

**Add both registers and load value into ax register**

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

Hooking

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

Cell width

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

CMPS

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

SI, DI

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)

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

\_\_\_\_\_ Instructions direct the flow of program.

Special

Program consists of..... Logical parts.

Ans: two

INT instruction takes a ..... Byte(s) argument varying from 0255.

Ans: single (1)

8088 is a .....processor with its accumulator and all register of  
Of.....

Ans: 16 bits, 16 bits.

If BL contains 0000101 then after a Single Right Shift, BL will contain;

Ans: 0000011

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

Ans: XOR

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

Ans : 64kb, 1Mb

Whenever an instruction needs a memory source, ..... Holds the pointer to it.

Ans: DS:SI

Total numbers of reserved interrupts by Intel processor are .....

Ans: 256

The stack 8088 works on .....sized elements.

Ans: Word

Which one of the following is an illegal instruction?

MOV AX,BX

MOV AX,65

MOV ax,[bx+bp]

MOV BX,10

The iAPX88 processor supports ..... modes of memory access.

Ans: 7

What is the content of stack pointer?

Ans: Address of the top element of the stack

13) iAPX88 Architecture consists of:  
Ans: 14 Registers

Simple CMP instruction uses ..... operation.

Ans: Subtraction

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

Ans: Test

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

Ans: Local variables.

In 8088 processor, interrupts are divided into following classes.

Ans: Software interrupts and hardware interrupts

Mov [ 1234],ax is an example of:

Ans: Direct Addressing

Traditionally all mathematical and logical operations are performed by.....

Ans: Accumulator Register

If we use source index register and destination index register to access the memory known as:

Ans: Index format

Intel follows .....

Ans: Little endian

BP stands for.....?

Ans: Base Pointer

..... jump is not position relative but is absolute.

Ans: Far jump

Motrola follows .....

Ans: Big endian

What does the following instruction do

Ans: Add both registers and load value into ax register

All the addressing mechanism in iAPX88 return a number called..... Address.

Ans: Effective

The other directive is "define word" or "dw" with the same syntax

"db" but reserving a whole word of.....bits instead of a byte.

Ans: 16 bits

What does the following instruction do?

Mov ax, 0xFFFF

Ans: Store 0xFFFF into AX

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

Ans: Program Counter

The reduction in code size and the improvement in speed are the two reasons why block processing instructions were introduced in the

..... processor.

Ans: 8088

MOV AL, [NUM1] is a.....bit move instruction

Ans: 8

The interrupt call loads new values in CS,IP and

Ans: Flags

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

Ans: Three (3)

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

Rotate Right (ROR)

In interrupt vector table, introducing a new entry in this mapping table is called ..... An interrupt.

Ans: Hooking

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

Ans: 1 byte

In segmented memory model, the size of one window is restricted to.....

Ans: 64kb

What does the following instruction do?

MOV [NUM4], AX

Ans: Store ax value in num4

Registers are storage cell :

Ans: Inside the processor

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

Ans: Label

There are ..... Registers in lapx88 that can hold address of data.

Ans: 4

What does the given instruction do?

TEST BX, [MULTIPLIER]

Ans: Test the right most bit

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

Ans: 16 AND operation

“Far” jump is not position relative but is:

Ans: Absolute

The execution of the instruction “mov word[ES:160],0x1230” will print a character on the screen at:

Ans: First column of second row

How many characters were defined by standard ASCII? Ans: 128

Unconditional jump:

Ans: If the condition is true

BP by default associated with :

Ans: SP

After the execution of SAR instruction .....

Ans: The msb is replaced by the value of CF

There are .....Registers in intel 8088 that can hold address of data.

Ans: 4

In SCAS example, we use SCASB with ..... and a zero in AL register to find a zero byte in a string.

Ans: REPNE

What does the following instruction do?

```
MOV AX,0x4c00
```

```
INT0x21
```

Ans: Terminate the program

..... instructions direct the flow of program.

Ans: program control

The routine which executes as a result of INT instruction is called.....

Ans: Interrupt Service Routine (ISR)

A carry if generated and it dropped without being stored anywhere in the flag then this phenomenon is called:

Ans: Address wraparound

When the subroutine is called?

Ans: when the arguments are pushed on the stack

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

Ans: Near calls

In assembly language, the first executable instruction of code should be placed at this offset.....

Ans: 0100

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

Ans: LODS

LES instruction loads..... Register.

Ans: ES

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

Ans: Seven (7)

REPE or REPNE are used with the ..... Instructions.

Ans: SCAS

Which of the following is a special instruction?

Ans: cli; Clear the interrupt flag

..... Can be used to check whether particular bits of a number are set or not.

Ans: AND

XOR can be used as a..... to invert selective bit.

Ans: Masking operators

Stack is :

Ans: a data structure

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

Ans: 16

STI stands for?

Ans: set the interrupt flag

In Far jump.....

Ans: both offset and segment are given

Magnitude and sign are present in:

Ans: Signed number

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

**MOVS**

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

**3**

Which of the following is a non-destructive AND operation?

MOV AL, [NUM1] is a \_\_\_\_ bit move instruction

**8**

The Jump command that does not depend on FLAG register is

**JNE**

Which of the following is a Program Control Instruction?

**cmp ax,0**

Program consists of \_\_\_\_\_ logical parts.

**Two**

8085 is \_\_\_\_\_ bit microprocessor, whereas 8088 is \_\_\_\_\_ bit microprocessor.

**8 and 16**

Extended Shifting Algorithm consists of:

**2 instructions**

\_\_\_\_\_ is a temporary storage place inside the processor.

**Register**

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

**Subtraction**

What does the following instruction do?

MOV [NUM4], AX

**Store ax value in num4**

To access the arguments from the stack, the immediate idea that strikes is to \_\_\_\_ them off the stack.

**Pop**

\_\_\_\_\_ 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.

**PUSH**

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

**00000011**

\_\_\_\_\_ Instructions direct the flow of program.

**Program Control**

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

**2**

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

XOR

By default, Segment used by the instruction pointer is \_\_\_\_\_.

Stack Segment

After the execution of STOSWB, the CX will be:

Incremented by 2

DW can store \_\_\_\_ bit value in it.

16

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

Set

The other directive is "define word" or "dw" with the same syntax as "db" but reserving a whole word of \_\_ bits instead of a byte.

16

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

STOSB and STOSW

Magnitude and sign are present in?

Signed number

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

SP

When an element is pushed on the stack SP is decremented by \_\_\_\_\_ as the 8088 stack works on word sized elements.

Two

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

XOR AX, 0

\_\_\_\_\_ is part of microprocessor that manages the execution of instructions.

Arithmetic/Logic Unit

In assembly language, ISR stands for \_\_\_\_\_.

Interrupt service routine

The extension of assembly language file is

.asm

The stack of 8088 works on \_\_\_\_\_ sized elements.

word

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

iteration

The keyword used for the conditional jumps is \_\_\_\_\_.

SHORT

In the instruction "mov word [es:160], 0x1230", 30 represents \_\_\_\_ character.

0

The purpose of MOVS instruction is:

Move memory to memory

MOV [BX+SI+300], AX is a \_\_\_\_\_ addressing mode instruction.

Base + Index + Offset

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

Near

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

Physical memory

How stack data structure behaves?

first in last out

MOV AX, 0XB800

MOV ES, AX ; This instruction points ES to\_\_\_\_\_.

video base

All the addressing modes return the number after calculation, this number is known as\_\_\_\_\_?

Effective Address

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

16

Stack is a data structure that behaves in \_\_\_\_\_ manner.

LIFO

Which of the following Move generates error in .com file?

Illegal move (not sure)

Memory address always go from \_\_\_\_\_.

Processor to memory

MUL (multiply) Instruction performs an unsigned multiplication of the source operand and the \_\_\_\_\_.

Accumulator

The interrupt call loads new values in\_\_\_\_\_ segment.

CS

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

CALL operation (not sure) operand code

Unconditional jump

Transfers the control if the condition is true

Which part of this (0000000000 B80500) encoded instruction is an offset?

0500

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

JE

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

Cell width

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

LODS

When a large number is subtracted from a smaller number, a borrow is needed; in this case which flag will be set

CF

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

ROR

The keyword used for the conditional jumps is\_\_\_\_\_.

SHORT

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

ASCII

If AX=5, BX=5, CF and ZF are set, AF and DX contains zero then after the execution of instruction "ADC AX, BX", AX will contain the value \_\_\_\_\_.

10

In string instructions, the mode is called auto-increment mode when:

DF is set

The ASCII code for digit 8 is \_\_\_\_\_.

0x38

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

2

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

SS:SP

POP operand is also known as:

Source operand

In case of a downward compatible mechanism, the codes written for 8088 are \_\_\_\_\_ for 386 processor.

Valid

The routine that executes in response to an INT instruction is called?

ISR

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

Interrupt Vector Table

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

```
add bx,[1200]
```

Which among the following is the pointer registers?

Stack pointer and index pointer

\_\_\_\_\_ 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

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

Argument

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

SP

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

32

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

16 bit, 16 bits

What does the given instruction do?

TEST BX, [MULTIPLIER]

Test the right most bit

Which of the following shift operation inserts a zero from the left and moves every bit one position to the right and copies the rightmost bit in the carry flag ?

SHR

The iAPX88 processor supports \_\_\_\_\_ modes of memory access.

7

In XOR operation the output is 1 if

both inputs are same

DB-25 is a \_\_\_\_\_ port connector.

parallel

SCAS compares a source byte or word in register AL or AX with the \_\_\_\_\_ string element addressed by ES: DI and updates the flags.

Destination

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

First column of second row

Intel follows \_\_\_\_\_.

Little endian

\_\_\_\_\_ instruction makes the code reusable.

CALL

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

Instruction pointer

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

7

CLI stands for?

Clear the interrupt flag

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

AND

Flags register is a special register in every architecture, it is also known as \_\_\_\_\_

Program Status Word

VGA stands for

Video Graphics Adapter

Interrupts are \_\_\_\_\_ events.

Synchronous

\_\_\_\_\_ is a special instruction that load a segment register and a general purpose register from a memory locations.

SCAS

What operation does the piece of code perform?

Shl word [multiplicand], 1

Rcl word [multiplicand+2], 1

Shift multiplicands left

Instruction Pointer holds the address of the

Next instruction to be executed

Stack is a data structure that behaves in a first in last \_\_\_\_\_ manner.

Out

Question # 1 of 10 Total Marks: 1

When two devices in the system want to use the same IRQ line then what will happen? Select correct option: **An IRQ Conflict** An IRQ Crash

An IRQ Collision

An IRQ Blockage

Question # 2 of 10 Total Marks: 1

Hard disk MBR( Master Boot Record ) is of size\_\_\_\_\_.

Select \_\_\_\_\_ correct

option: **446 bytes**

350 bytes

512 bytes

256 bytes

Question # 3 of 10 Total Marks: 1

Which of the following IRQs is connected to serial port COM 2?

Select correct option:

IRQ 0

IRQ 1

IRQ 2

## IRQ 3

Question # 4 of 10 Total Marks: 1 The first sector on hard disk contains the Select correct option: Hard disk size

## Partition table

Data size

Sector size

Question # 5 of 10 Total Marks: 1

In programmable interrupt controller which of the following ports is referred as a control port?

Select correct option:

19

**20**

21

22

Question # 6 of 10 Total Marks: 1

Which of the following IRQs is used by the parallel port?

Select correct option:

IRQ 4

IRQ 5

IRQ 6

## IRQ 7

Question # 7 of 10 Total Marks: 1

The programmable interval timer (PIT) has input frequency of Select correct option:

## 1.193MHZ

2.193MHZ

3.193MHZ

4.193MHZ

Question # 8 of 10 Total Marks: 1

CX register mostly use a Select correct option: **Counter register**

Flag register

Base register

Desination register

Question # 9 of 10 Total Marks: 1

The input frequency of the programmable interval timer (PIT) is Select correct option:

## Fixed

Depends on processor clock

Variable

Depends on hardware attached

Question # 10 of 10 Total Marks: 1

The thread registration code initializes the PCB and adds it to the linked list so that the \_\_\_\_\_ will give it a turn.

Select correct option:

Assembler

## Scheduler

Linker

Debugger

Question # 1 of 10 Total Marks: 1

INT13 --BIOS disk services" generally uses which register to return the 'error code' ? Select correct option:

**CF**

DL

AH

AL

Question # 2 of 10 Total Marks: 1

Operating system Organize data in the form of Select correct option: Folder

Batch file

**File**

None of the above

Question # 3 of 10 Total Marks: 1

\_\_\_ 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.

Select correct option:

**PUSH**

POP

CALL

MOV

Question # 4 of 10 Total Marks: 1

Which of the following interrupts is Non maskable interrupt?

Select correct option:

INT 0

INT 1

**INT 2**

INT 3

Question # 5 of 10 Total Marks: 1

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

Select correct option:

6

**7**

5

4

Question # 6 of 10 Total Marks: 1

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

Select correct option:

AX register

**The concatenation of DX and AX**

The concatenation of ES and AX

The concatenation of DS and BX

Question # 7 of 10 Total Marks: 1

COM2 is connected with

Select correct option:

IRQ 2

IRQ **3**

IRQ 4

IRQ 5

Question # 8 of 10 Total Marks: 1

The parallel port connector is called?

Select correct option:

BD-24

BD-25 **DB-25**

DB-24

Question # 9 of 10 Total Marks: 1

The instruction to call any software interrupt is  
Select correct option:

GO INT interrupt\_number

Call interrupt\_number

**INT interrupt\_number**

Call INT interrupt\_number

Question # 10 of 10 Total Marks: 1

The INT 0x13 service 0x03 is use to  
Select correct option: Get drive  
parameter

Reset disk sector

**Write disk sector**

Read disk sector

Question # 1 of 10 Total Marks: 1

Data bus is

Select correct option: Uni-  
directional

**Bi-directional**

Non-directional

None of the given

Question # 2 of 10 Total Marks: 1

PUSH increments 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.

Select correct option:

True

**False**

Question # 3 of 10 Total Marks: 1

Peripheral address space is selected when which of the following instructions is given to the processor?

Select correct option:

MOV

DEC

**IN**

ADD

Question # 4 of 10 Total Marks: 1

Creation of threads can be Select correct option:

Static

Dynamic

**Both**

None of the above

Question # 5 of 10 Total Marks: 1

Which of the following IRQs is used by the parallel port?

Select correct option:

IRQ 4

5

6

**7**

Question # 6 of 10 Total Marks: 1

Priority of IRQ 0 interrupt is

Select correct option: **Highest** low

medium

None of the above

Question # 7 of 10 Total Marks: 1

The number of pins in a parallel port connector are?

Select correct option:

20

**25**

30

35

Question # 8 of 10 Total Marks: 1 The interrupt call loads new values in CS, IP and Select correct option:

DS

SS

**FLAG** Bookmar  
k

Question # 9 of 10 Total Marks: 1 All the registers and stacks are saved in Select correct option:

## Multitasking

Multi Processing

Function Call

BIOS

Question # 10 of 10 Total Marks: 1

In 9 pin DB connector ,which pin is assigned to TD.

Select correct option:

1

2

**3**

4

1. Assembly language is not a low level language.

a. True

**b. False**

2. In case of COM File first command parameter is stored at \_\_\_\_\_ offset of program segment prefix.

**a. 0x80 (Not Confirm)**

- b. 0x82
- c. 0x84
- d. 0x86

3. Address always goes from

a. Processor to memory

**b. Memory to processor**

- c. Memory to memory
- d. None of the above

4. The source register in OUT is

**a. AL or AX**

- b. BL or BX
- c. CL or CX
- d. DL or DX

5. By default CS is associated with

- a. SS
- b. BP
- c. CX

**d. IP**

6. Which of the following pins of parallel port are grounded

a. 10-18

**b. 18-25**

- c. 25-32
- d. 32-39

7. In the instruction `mov word [es:160], 0x1230, 30` represents the character

- a. A
- b. B

**c. 0**

d. 1

8. On executing 0x21 0x3D, if file cant be opened then

**a. CF will contain 1**

- b. CF will contain 0
- c. ZF will contain 1
- d. ZF will contain 0

9. Which of the following IRQ is cascading interrupt

- a. IRQ 0
- b. IRQ 1

**c. IRQ 2**

d. IRQ 3

10. The execution of instruction mov word [es:160], 0x1230, will print a character on the screen at

**a. First column of second row**

- b. Second column of first row
- c. Second column of second row
- d. First column of third row

Question No: 1 ( Marks: 1 ) - Please choose one To transfer control back the RET instruction take

- **1 argument** · 1 argument
- 3 arguments
- No arguments

Question No: 2 ( Marks: 1 ) - Please choose one

In STOSB instruction SI is decremented or incremented by

- 4
- 1**
- 2
- 3

Question No: 3 ( Marks: 1 ) - Please choose one

CMPS instruction subtracts the source location \_\_\_\_\_ from the destination location.

**DS:SI** DS:DI

ES:SI

ES:DI

Question No: 4

( Marks: 1 ) - Please choose one

Regarding assembler, which statement is true:

**Assembler converts mnemonics to the corresponding OP CODE**

Assembler converts OP CODE to the corresponding mnemonics

Assembler executes the assembly code all at once

Assembler executes the assembly code step by step

Question No: 5

( Marks: 1 ) - Please choose one

If "BB" is the OP CODE of the instruction which states to "move a constant value to AX register", the hexadecimal representation (Using little Endian notation) of the instruction "Mov AX,336" ("150" in hexadecimal number system) will be:

· **0xBB0150**

· 0x5001BB

· 0x01BB50

· 0xBB5001

Question No: 6

( Marks: 1 ) - Please choose one

In the instruction MOV AX, 5 the number of operands are

· **1**

· 2

· 3

· 4

Question No: 7

( Marks: 1 ) - Please choose one

The maximum parameters a subroutine can receive (with the help of registers) are

· 6

· **7**

· 8

· 9

Question No: 8

( Marks: 1 ) - Please choose one

In assembly the CX register is used normally as a \_\_\_\_\_register.

- source
- **counter**
- index
- pointer

Question No: 9

( Marks: 1 ) - Please choose one

All the addressing mechanisms in iAPX 8 8 return a number called \_\_\_\_\_ address .

- **effective**
- faulty
- indirect
- direct

Question No: 10

( Marks: 1 ) - Please choose one

When a 16 bit number is divided by an 8 bit number, the dividend will be in

- **AX**
- BX
- CX
- DX

Question No: 11

( Marks: 1 ) - Please choose one

in Left-Shift-Operation the left most bit \_\_\_\_\_

- **will drop**
- will go into CF
- Will come to the right most
- will be always 1

Question No: 12

( Marks: 1 ) - Please choose one

Suppose the decimal number "35" after shifting its binary two bits to left, the new value becomes \_\_\_\_\_

- 35

- 70
- **140**
- 17

Question No: 13

( Marks: 1 ) - Please choose one

When divide overflow occurs processor will be interrupted this type of interrupt is called

- Hardware interrupt
- Software interrupt
- **Processor exception**
- Logical interrupts

Question No: 14

( Marks: 1 ) - Please choose one

Which mathematical operation is dominant during the execution of SCAS instruction

- Division
- Multiplication
- Addition
- **Subtraction**

Question No: 15

( Marks: 1 ) - Please choose one

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

- CF ·
- OF
- **DF**
- No flags will be affected

Question No: 16

( Marks: 1 ) - Please choose one

\_\_\_\_\_ is one of the reasons due to which string instructions are used in 8088

- Efficiency and accuracy
- Reduction in code size and accuracy
- **Reduction in code size and speed**
- Reduction in code size and efficiency

### Question No: 1 ( Marks: 1 ) - Please choose one

The physical address of the stack is obtained by

- ▶ SS:SI combination
- ▶ **SS:SP combination**
- ▶ ES:BP combination
- ▶ ES:SP combination

### Question No: 2 ( Marks: 1 ) - Please choose one

After the execution of instruction "RET "

- ▶ **SP is incremented by 2**
- ▶ SP is decremented by 2
- ▶ SP is incremented by 1
- ▶ SP is decremented by 1

### Question No: 3 ( Marks: 1 ) - Please choose one

The second byte in the word designated for one screen location holds

- ▶ The dimensions of the screen
- ▶ Character position on the screen
- ▶ **Character color on the screen**
- ▶ ASCII code of the character

### Question No: 4 ( Marks: 1 ) - Please choose one

REP will always

- ▶ Increment CX by 1
- ▶ Increment CX by 2
- ▶ **Decrement CX by 1**
- ▶ Decrement CX by 2

### Question No: 5 ( Marks: 1 ) - Please choose one

The basic function of SCAS instruction is to

- ▶ **Compare**
- ▶ Scan

- ▶ Sort
- ▶ Move data

**Question No: 6 ( Marks: 1 ) -**  
**Please choose one** Index registers are used to store \_\_\_\_\_ ▶ Data

- ▶ Intermediate result
- ▶ **Address**
- ▶ Both data and addresses

**Question No: 7 ( Marks: 1 ) - Please choose one**

The bits of the \_\_\_\_\_ work independently and individually ▶ index register

- ▶ base register
- ▶ **flags register**
- ▶ accumulator

**Question No: 8 ( Marks: 1 ) -**  
**Please choose one** To convert any digit to its ASCII representation

- ▶ **Add 0x30 in the digit**
- ▶ Subtract 0x30 from the digit
- ▶ Add 0x61 in the digit
- ▶ Subtract 0x61 from the digit

**Question No: 9 ( Marks: 1 ) - Please choose one**

When a 32 bit number is divided by a 16 bit number, the quotient is of \_\_\_\_\_ ▶ 32 bits

- ▶ 16 bits
- ▶ 8 bits
- ▶ **4 bits**

**Question No: 10 ( Marks: 1 ) - Please choose one**

When a 16 bit number is divided by an 8 bit number, the quotient will be in

- ▶ AX
- ▶ **AL**
- ▶ AH
- ▶ DX

### Question No: 11 ( Marks: 1 ) - Please choose one

Which mathematical operation is dominant during the execution of SCAS instruction

- ▶ Division
- ▶ Multiplication
- ▶ Addition
- ▶ **Subtraction**

### Question No: 12 ( Marks: 1 ) - Please choose one

If AX contains decimal -2 and BX contains decimal 2 then after the execution of instructions:

CMP AX, BX JA label

- ▶ Jump will be taken
- ▶ **Zero flag will set**
- ▶ ZF will contain value -4
- ▶ Jump will not be taken

### Question No: 13 ( Marks: 1 ) - Please choose one

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

- ▶ Second column of first row
- ▶ **First column of second row**
- ▶ Second column of second row
- ▶ First column of third row

### Question No: 14 ( Marks: 1 ) - Please choose one

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

- ▶ ZF is cleared

- ▶ DF is cleared
- ▶ ZF is set
- ▶ DF is set

### Question No: 15 ( Marks: 1 ) - Please choose one

The instruction ADC has\_\_\_\_\_ Operand(s)

- ▶ 0
- ▶ 1
- ▶ 2
- ▶ 3

### Question No: 16 ( Marks: 1 ) - Please choose one

Which bit of the attributes byte represents the red component of background color ?

- ▶ 3
- ▶ 4
- ▶ 5
- ▶ 6

Q=1:

Which bit of attributes byte represents the blue component of foreground color? 0

- 1
- 2
- 3

Q=2:

The clear screen operation initializes the whole block of video memory to:

- 0417
- 0714
- 0741
- 0720

Q=3:

When the operand of DIV instruction is of 16 bit then implied dividend will be of

- 64-bit
- **32-bits**
- 16-bits
- 8--bits

Q=4

Which of the following is the pair of register used to access memory in string instruction:

- DI and BP
- SI and BP
- **DI and SI**
- DS and Si

Q=5

A fat32 file system directory entry in DOS consist of how many bytes?

- 16
- 24
- **32**
- 64

Q=6:

Which register is generally used to specify the services number of an interrupt?

- DX
- AX**
- BX
- CX

.....

Q=7:

In 9 pin db 9 connector ,which pin is assigned to RD(received data)

- 1
- **2**
- 3
- 4

Q=8

In case of COM file, maximum length of parameters passed through command line can be.....

- 63 bytes
- 127bytes
- 255 bytes
- 511 bytes

Q=9

We can access the DOS service using;

- **Int 0x21**
- Int 0x13
- Int 0x 10
- Int 0x 08

Q=10

In 9 pin 9 connector,which pin is assigned to signal ground

- 3
- 4
- **5**
- 6

Q=11:

BPB stands for

- Basic parameter block
- Bios precise block
- Basic precise block
- **Bios parameter block**

Q=12

Int 13-bios disk service "generally uses which register to return the error flag?

- CF ·
- DL
- **AH**
- AL

Q=13:

The first sector on the hard disk contains the

- Hard disk size
- **Partition table**
- Data size
- Sector size

Q=14

Operating system organize data in the form of

- Folder
- Batch file
- **File**
- None of above

.....

Q=15

In 9 pin db 9 connector, which pin is assigned to TD(transmitted data)

- 1
- 2
- **3**
- 4

Q=16"

Device derive can be divided into -----major categories.

- 5
- 4
- 3
- 2

1. BL contains 5 decimal then after right shift , BL will become

- 3
- **2.5**
- 5
- 10

2. 8 \* 16 font is stored in \_\_\_\_\_ bytes.

- 3
- 4
- 8
- **16**

3. In DOS input buffer , number of characters actually read on return is stored in

- First byte
- **Second byte**
- Third byte
- Fourth byte

4. IRQ 0 has priority

- Low
- High
- **Highest**

· Medium

5. Thread registration code initialize PCB and add to linked list so that \_\_\_\_ will give itturn.

· Assembler

· Linker

· **Scheduler**

· Debugger

6. Traditional calling conventions are in \_\_\_\_ number

· 1

· 2

· 3

· 4

7. VESA VEB 2.0 is standard for

· **High Resolution Mode**

· Low Resolution Mode

· Very High Resolution Mode

· Medium Resolution Mode

8. To clear direction flag which instruction is used

· **Cld**

· Clrd

· Cl df

· Clr df

9. In STOSW instruction , When DI is cleared , SI is

· Incremented by 1

· **Incremented by 2**

· Decremented by 1

· Decremented by 2

10. Interrupt that is used in debugging with help of trap flag is

· INT 0

· **INT 1**

· INT 2

· INT 3

11. INT for arithmetic overflow is

- INT 1
- INT 2
- INT 3
- **INT 4**

12. IRQ referred as

- **Eight Input signals**
- One Input signal
- Eight Output signals
- One output signal

13. IRQ for keyboard is   1  

14. IRQ for sound card is   5  

15. IRQ for floppy disk is   6  

16. IRQ with highest priority is

- Keyboard IRQ
- **Timer IRQ**
- Sound Card
- Floppy Disk

17. Pin for parallel port ground is

- 10-18
- **18-25**
- 25-32
- 32-39

18. The physical address of Interrupt Descriptor Table (IDT) is stored in

- GDTR
- **IDTR**
- IVT
- IDTT

19. Execution of "RET 2" results in?

20. CX register is· **Count register**
- Data register
  - Index register
  - Base register
21. OUT instruction uses AX as source register.
22. IN DB-9 connector the Data Set ready pin is at
- 5
  - **6**
  - 7
  - 8
23. If two devices uses same IRQ then there is
- IRQ collision
  - **IRQ conflict**
  - IRQ drop
24. VESA organizes 16 bit color for every pixel in ratio
- 5:5:5
  - **5:6:5**
  - 6:5:6
  - 5:6:7
25. Division by zero is done by which interrupt.**Interrupt 0.**

.....

### Question No: 1 ( Marks: 1 ) - Please choose one

After the execution of SAR instruction

- ▶ **The msb is replaced by a 0**
- ▶ The msb is replaced by 1
- ▶ The msb retains its original value
- ▶ The msb is replaced by the value of CF

## Question No: 2 ( Marks: 1 ) - Please choose one

RETf will pop the offset in the

- ▶ BP
- ▶ **IP**
- ▶ SP
- ▶ SI

## Question No: 3 ( Marks: 1 ) - Please choose one

The routine that executes in response to an INT instruction is called

- ▶ **ISR**
- ▶ IRS
- ▶ ISP
- ▶ IRT

## Question No: 4 ( Marks: 1 ) - Please choose one

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

- ▶ 0x0010
- ▶ **0x0100**
- ▶ 0x1000
- ▶ 0x0000

## Question No: 5 ( Marks: 1 ) - Please choose one

"Far" jump is not position relative but is \_\_\_\_\_

- ▶ memory dependent
- ▶ **Absolute**
- ▶ temporary
- ▶ indirect

## Question No: 6 ( Marks: 1 ) - Please choose one

Only \_\_\_\_\_ instructions allow moving data from memory to memory.

- ▶ **string**
- ▶ word
- ▶ indirect
- ▶ stack

### **Question No: 7 ( Marks: 1 ) - Please choose one**

After the execution of instruction "RET 2"

- ▶ **SP is incremented by 2**
- ▶ SP is decremented by 2
- ▶ SP is incremented by 4
- ▶ SP is decremented by 4

### **Question No: 8 ( Marks: 1 ) - Please choose one**

DIV instruction has

- ▶ **Two forms**
- ▶ Three forms
- ▶ Four forms
- ▶ Five forms

### **Question No: 9 ( Marks: 1 ) - Please choose one**

When the operand of DIV instruction is of 16 bits then implied dividend will be of

- ▶ 8 bits
- ▶ 16 bits
- ▶ **32 bits**
- ▶ 64 bits

### **Question No: 10 ( Marks: 1 ) - Please choose one**

After the execution of MOVS instruction which of the following registers are updated ▶ SI only

- ▶ DI only
- ▶ **SI and DI only**
- ▶ SI, DI and BP only

### Question No: 11 ( Marks: 1 ) - Please choose one

In 8088 architecture, whenever an element is pushed on the stack

- ▶ SP is decremented by 1
- ▶ **SP is decremented by 2** ▶ SP is decremented by 3
- ▶ SP is decremented by 4

### Question No: 12 ( Marks: 1 ) - Please choose one

When a very large number is divided by very small number so that the quotient is larger than the space provided, this is called

- ▶ Divide logical error
- ▶ **Divide overflow error**
- ▶ Divide syntax error
- ▶ An illegal instruction

### Question No: 13 ( Marks: 1 ) - Please choose one

In the word designated for one screen location, the higher address contains

- ▶ **The character code**
- ▶ The attribute byte
- ▶ The parameters
- ▶ The dimensions

### Question No: 14 ( Marks: 1 ) - Please choose one

Which of the following options contain the set of instructions to open a window to the video memory?

▶ mov AX, 0xb008 mov ES, AX

▶ **mov AX, 0xb800 mov ES, AX**

▶ mov AX, 0x8b00 mov ES, AX

▶ mov AX, 0x800b mov ES, AX

### Question No: 15 ( Marks: 1 ) - Please choose one

In a video memory, each screen location corresponds to

▶ One byte

▶ **Two bytes** ▶  
Four bytes

▶ Eight bytes

### Question No: 16 ( Marks: 1 ) - Please choose one

The execution of the instruction "mov word [ES : 0], 0x0741" will print character "A" on screen , background color of the screen will be

▶ **Black**

▶ White

▶ Red

▶ Blue

**Question No: 1** \_\_\_\_( Marks: 1 ) - Please choose one Which of the following is not true about registers?

· Their operation is very much like memory

· Intermediate results may also be stored in registers. · They are also called scratch pad

ram · **None of given options.**

### Question No: 2 \_\_\_\_( Marks: 1 ) - Please choose one

move [bp], al moves the one byte content of the AL register to the address contained in BP register in the current

- Stack segment
- **Code segment**
- Data segment
- Extra segment

### Question No: 3 ( Marks: 1 ) - Please choose one

In a rotate through carry right (RCR) instruction applied on a 16 bit word Effectively there is

- 16 bits rotation
- 1 bit rotation
- 17 bits rotation
- 8 bits rotation

### Question No: 4\_ ( Marks: 1 ) - Please

choose one The 8088 stack works on

- **Word sized elements**
- Byte sized elements
- Double sized element
- Nibble sized element

### Question No: 5 ( Marks: 1 ) - Please choose one

An 8 x 16 font is stored in.....Bytes

- 2
- 4
- 8
- **16**

### Question No: 6 ( Marks: 1 ) - Please

INT 10 is used for.....services.

- RAM
- Disk
- **BIOS video**
- DOS video

### Question No: 7 \_\_ ( Marks: 1 ) - Please choose one

Priority of IRQ 0 interrupt is

- medium
- high
- **highest**
- low

### Question No: 8 \_\_ ( Marks: 1 ) - Please choose one

Threads can have function calls, parameters and \_\_\_\_\_variables.

- global
- **local**
- legal
- illegal

Question No: 9 \_\_ ( Marks: 1 ) - Please choose one How many prevalent calling conventions do.....exist

- 1
- **2**
- 3
- 4

## VERY IMPORTANT

Question No: 10 ( Marks: 1 ) - Please choose one In 9pin DB 9 DSR is assigned on pin number

- 4
- 5
- **6**
- 7

### Question No: 11

( Marks: 1 ) - Please

choose one In 9pin DB 9 CTS is assigned on pin number

- 6
- 7
- **8**
- 9

### Question No: 12\_\_ ( Marks: 1 ) - Please choose one

In 9pin DB 9 CD is assigned on pin number

- **1**
- 2
- 3
- 4

### Question No: 13\_\_ ( Marks: 1 ) - Please choose one

In 9pin DB 9 RD is assigned on pin number

- 1
- **2**
- 3
- 4

### Question No: 14 \_\_ ( Marks: 1 ) - Please choose one

in device attribute word which of the following bit decides whether it is a character device or a block device

- Bit 12 Bit 13
- Bit 14
- **Bit 15**

### Question No: 15\_\_ ( Marks: 1 ) - Please choose one

Video services are classified into \_\_\_\_\_broad categories

- **2**
- 3
- 4
- 5

### Question No: 16 ( Marks: 1 ) - Please choose

one In STOSB instruction, when DF is clear, SI is

- **Incremented by 1**

- Incremented by 2
- Decremented by 1
- Decremented by 2

**Question No: 17 ( Marks: 1 ) - Please choose one** The process of sending signals back and forth is called

- Activity
- Hand-shaking
- **Interruption**
- Time clicking

**Question No: 18 ( Marks: 1 ) - Please choose one** which of the following is a special type of interrupt that returns to the same instruction instead of the next instruction

- **Divide overflow interrupt**
- Debug interrupt
- Arithmetic overflow interrupt
- Change of sign interrupt

**Question No: 19 \_\_ ( Marks: 1 ) - Please choose one** Which of the following IRQs is derived by a timer device?

- **IRQ 0**
- IRQ 1
- IRQ 2
- IRQ 3

**Question No: 20 \_\_ ( Marks: 1 ) - Please choose one**

Which of the following interrupts is used for Arithmetic overflow

- INT 1
- INT 2
- INT 3
- **INT 4**

**Question No: 21 \_\_ ( Marks: 1 ) - Please choose one**

Which of the following IRQs is connected to serial port COM 2?

- IRQ 0
- IRQ 1
- IRQ 2
- **IRQ 3**

**Question No: 22** \_\_ ( Marks: 1 ) -

**Please choose one**

An End of Interrupt (EOI) signal is sent by

- **Handler**
- Processor
- IRQ
- PIC

**Question No: 23** \_\_ ( Marks: 1 ) - **Please**

**choose one** The source registers in OUT is

- **AL or AX**
- BL or BX
- CL or CX
- DL or DX

**Question No: 24** ( Marks: 1 ) - **Please choose one**

In programmable interrupt controller which of the following ports is used for selectively enabling or disabling interrupts

- 19
- 20
- **21**
- 22

**Question No: 25** ( Marks: 1 ) - **Please choose one** The number of pins in a parallel port connector are?

- **25**
- 30
- 35
- 45

**Question No: 26 ( Marks: 1 ) - Please choose one**

Which of the following pins of a parallel port connector are grounded?

- 10-18
- **18-25**
- 25-32
- 32-39

**Question No: 27 \_\_ ( Marks: 1 ) - Please choose one**

Suppose a decimal number 35 when its binary is shifted to write two places the new number will become

- 35
- 70
- **140**
- 17

**Question No: 28 \_\_ ( Marks: 1 ) - Please choose one**

A 32bit address register can access upto .....of memory so memory access has increased a lot.

- 2GB
- **4GB**
- 6GB
- 8GB

**Question No: 29 \_\_ ( Marks: 1 ) - Please choose one**

In NASM an imported symbol is declared with the .....while and exported symbol is declared with the .....

- Global directive, External directive
- **External directive, Global directive**
- Home Directive, Foreign Directive

- Foreign Directive, Home Directive

**Question No: 30 ( Marks: 1 ) - Please choose** one Single step interrupt is

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

- Please choose one

Sun SPARC Processor has a fixed \_\_\_\_\_ instruction size.

- 16bit
- **32bit**
- 64bit
- 20bit

**Question No: 2 ( Marks: 1 )**

- Please choose one

When the subprogram finishes, the \_\_\_\_\_ retrieves the return address from the stack and transfers control to that location.

- **RET instruction**
- CALL instruction
- POP instruction
- Jump instruction

**Question No: 3 ( Marks: 1 )**

- Please choose one

A 32 bit address register can access upto \_\_\_\_\_ of memory.

- 1 GB
- 6 GB
- **4 GB**
- 2 GB

**Question No: 4 ( Marks: 1 )**

- Please choose one

The value of a segment register when the processor is running under protected mode is called

- **segment descriptor**
- segment selector
- global descriptor table
- protected register

### Question No: 5 ( Marks: 1 )

- Please choose one

FS and GS are two \_\_\_\_\_ in protected mode.

- **segment registers**
- segment selectors
- stack pointers
- register pointers

### Question No: 6 ( Marks: 1 )

- Please choose one

IRQ 0 interrupt have \_\_\_\_\_ priority

- low
- medium
- **highest**
- lowest

### Question No: 7 ( Marks: 1 )

- Please choose one

IDT stands for \_\_\_\_\_.

- interrupt descriptor table
- individual descriptor table
- inline data table

· **interrupt descriptor table**

**Question No: 8 ( Marks: 1 )**

- Please choose one

Every bit of line status in serial port conveys \_\_\_\_\_ information.

· **different**

· same

· partial

· full

**Question No: 9 ( Marks: 1 )**

- Please choose one

There are total \_\_\_\_\_ bytes in a standard floppy disk.

· 1444k

· **1440k**

· 1280k

· 2480k

**Question No: 10 ( Marks: 1 )**

- Please choose one

An 8x16 font is stored in \_\_\_\_\_ bytes.

· 8

· **16**

· 4

· 20

=====

. Serial Port is also accessible via *I/O* ports , **COM 1** is accessible via ports 3F8-3FF while **COM 2** is accessible via 2F8 -2FF.

The first register at 3F8 is the *Transmitter* holding register if written to and the receiver *buffer* register if read from.

Other register of our interest include 3F9 whose *Bit 0* must be set to enable received data available interrupt and *Bit 1* must be set to enable transmitter holding register empty interrupt.

(Transmitter, COM 1, I/O ports , COM2. bit 0 , Buffer , 3FA)

=====

Question # 1

There are three busses to communicate the processor and memory named as \_\_\_\_\_

- 1) : address bus.,data bus and data bus.
- 2) : addressing bus.,data bus and data bus.
- 3) : address bus.,datamove bus and data bus.
- 4) : **address bus.,data bus and control bus..**

Question # 2

The address bus is unidirectional and address always travels from processor to memory. 1) : **TRUE**

2) : FALSE

Question # 3

Data bus is bidirectional because\_\_\_\_\_

- 1) : To way
- 2) : Data moves from both, processor to memory and memory to processor,
- 3) : **Data moves from both, processor to memory and memory to data Bus,**
- 4) : None of the Given

Correct Option : 3 From : Lecture 1

Question # 4

Control bus\_\_\_\_\_ 1) :  
is Not Important.

- 2) : is Important .
- 3) : **bidirectional.**
- 4) : unidirectional .

Correct Option : 3 From : Lecture 1

Question # 5

A memory cell is an n-bit location to store data, normally \_\_\_\_\_ also called a byte

- 1) : 4-bit
- 2) : **8-bit**
- 3) : 6-bit
- 4) : 80-bit

Correct Option : 2 From : Lecture 1

Question # 6

The number of bits in a cell is called the cell width. \_\_\_\_\_ define the memory completely.

- 1) : **Cell width and number of cells,**
- 2) : cell number and width of the cells,
- 3) : width
- 4) : Height

Correct Option : 1 From : Lecture 1

Question # 7

for memory we define two dimensions. The first dimension defines how many \_\_\_\_\_ bits are there in a single memory cell.

- 1) : **parallel**
- 2) : Vertical
- 3) : long
- 4) : short

Correct Option : 1 From : Lecture 1

Question # 8

\_\_\_\_\_ operation requires the same size of data bus and memory cell width. 1)  
: Normal

- 2) : **Best and simplest**
- 3) : first
- 4) : None of the Given

Correct Option : 2 From : Lecture 1

Question # 9

Control bus is only the mechanism. The responsibility of sending the appropriate signals on the control bus to the memory is of the \_\_\_\_\_.

- 1) : Data Bus
- 2) : **processor**
- 3) : Address Bus

4) : None of the Given

Correct Option : 2 From : Lecture 1

Question # 10

In "total: dw 0 " Opcode total is a \_\_\_\_\_ 1) :  
Literal

2) : Variable

3) : **Label**

4) : Starting point

Correct Option : 3 From : Lecture 10

Question # 11

| 0 | --> | 1 | 1 | 0 | 1 | 0 | 0 | 0 | --> | C | is a example of \_\_\_\_\_

1) : Shl

2) : sar

3) : **Shr**

4) : Sal

Correct Option : 3 From : Lecture 10

Question # 12

| C | <-- | 1 | 1 | 0 | 1 | 0 | 0 | 0 | <-- | 0 | is a example of \_\_\_\_\_

1) : **Shl**

2) : sar

3) : Shr

4) : Sal

Correct Option : 1 From : Lecture 10

Question # 13

ADC has \_\_\_\_\_ operands.

1) : two

2) : **three**

3) : Five

4) : Zero

Correct Option : 2 From : Lecture 10

Question # 14

The basic purpose of a computer is to perform operations, and operations need \_\_\_\_\_.

1) : order

- 2) : nothing
- 3) : **operands**
- 4) : bit

Correct Option : 3 From : Lecture 2

Question # 15

Registers are like a scratch pad ram inside the processor and their operation is very much like normal\_\_\_\_\_.

- 1) : Number
- 2) : opreations
- 3) : **memory cells**
- 4) : None of the Given

Correct Option : 3 From : Lecture 2

Question # 16

There is a central register in every processor called the \_\_\_\_\_ and The word size of a processor is defined by the width of its\_\_\_\_\_.

- 1) : **accumulator,accumulator**
- 2) : data bus,accumulator
- 3) : accumulator, Address Bus
- 4) : accumulator,memory

Correct Option : 1 From : Lecture 2

Question # 17

\_\_\_\_\_does not hold data but holds the address of data

- 1) : Pointer, Segment, or Base Register
- 2) : **Pointer, Index, or Base Register**
- 3) : General Registers
- 4) : Instruction Pointer

Correct Option : 2 From : Lecture 2

Question # 18

"The program counter holds the address of the next instruction to be \_\_\_\_\_"

- 1) : **executed.**
- 2) : called
- 3) : deleted
- 4) : copy

Correct Option : 1 From : Lecture 2

Question # 19

There are \_\_\_\_ types of "instruction groups"

1) : **4** 2)

: 5

3) : 3

4) : 2

Correct Option : 1 From : Lecture 2

Question # 20

These instructions are used to move data from one place to another.

1) : **TRUE** 2)

: FALSE

3) :

4) :

Correct Option : 1 From : Lecture 2

Question # 21

"mov" instruction is related to the \_\_\_\_\_ \*\*\*\*\*.

1) : Arithmetic and Logic Instructions

2) : **Data Movement Instructions**

3) : Program Control Instructions

4) : Special Instructions

Correct Option : 2 From : Lecture 2

Question # 22

\_\_\_\_\_ allow changing specific processor behaviors and are used to play with it.

1) : **Special Instructions**

2) : Data Movement Instructions

3) : Program Control Instructions

4) : Arithmetic and Logic Instructions

Correct Option : 1 From : Lecture 2

Question # 23

8088 is a 16bit processor with its accumulator and all registers of \_\_\_\_\_.

1) : 32 bits

2) : 6 bits

3) : **16 bits**

4) : 64 bits

Correct Option : 3 From : Lecture 2

Question # 24

The \_\_\_\_\_ of a processor means the organization and functionalities of the registers it contains and the instructions that are valid on the processor.

- 1) : Manufactures
- 2) : **architecture**
- 3) : Deal
- 4) : None of the Given

Correct Option : 2 From : Lecture 2

Question # 25

Intel IAPX88 Architecture is \_\_\_\_\_

- 1) : **More then 25 old**
- 2) : New
- 3) : Not Good
- 4) : None of the Given

Correct Option : 1 From : Lecture 2

Question # 26

The iAPX88 architecture consists of \_\_\_\_\_ registers.

- 1) : 13
- 2) : 12
- 3) : 9
- 4) : **14**

Correct Option : 4 From : Lecture 3

Question # 27

General Registers are \_\_\_\_\_

- 1) : **AX, BX, CX, and DX**
- 2) : XA, BX, CX, and DX
- 3) : SS,SI and DI
- 4) : 3

Correct Option : 1 From : Lecture 3

Question # 28

AX means we are referring to the extended 16bit "A" register. Its upper and lower byte are separately accessible as \_\_\_\_\_.

- 1) : **AH and AL**

- 2) : A Lower and A Upper
- 3) : AL, AU
- 4) : AX

Correct Option : 1 From : Lecture 3

Question # 29

AX is General purpose Register where A stands for\_\_\_\_\_.

- 1) : Acadmic
- 2) : Ado
- 3) : Architecture
- 4) : **Accumulator**

Correct Option : 4 From : Lecture 3

Question # 30

The B of BX stands for \_\_\_\_\_because of its role in memory addressing. 1) :  
Busy

- 2) : **Base**
- 3) : Better
- 4) : None of the Given

Correct Option : 2 From : Lecture 3

Question # 31

The D of DX stands for Destination as it acts as the destination in \_\_\_\_\_.

- 1) : **I/O operations**
- 2) : operations
- 3) : memory cells
- 4) : Memory I/O operations

Correct Option : 1 From : Lecture 3

Question # 32

The C of CX stands for Counter as there are certain instructions that work with an automatic count in the \_\_\_\_\_.

- 1) : DI register
- 2) : BX register
- 3) : **CX register**
- 4) : DX register

Correct Option : 3 From : Lecture 3

Question # 33

\_\_\_\_\_ are the index registers of the Intel architecture which hold address of data and used in memory access.

- 1) : SI and SS
- 2) : PI and DI
- 3) : SI and IP
- 4) : **SI and DI**

Correct Option : 4 From : Lecture 3

Question # 34

In Intel IAPX88 architecture \_\_\_\_\_ is the special register containing the address of the next instruction to be executed.

- 1) : AX
- 2) : PI
- 3) : **IP**
- 4) : SI

Correct Option : 3 From : Lecture 3

Question # 35

SP is a memory pointer and is used indirectly by a set of \_\_\_\_\_.

- 1) : **instructions**
- 2) : Pointers
- 3) : Indexes
- 4) : Variables

Correct Option : 1 From : Lecture 3

Question # 36

\_\_\_\_\_ is also a memory pointer containing the address in a special area of memory called the stack.

- 1) : SP
- 2) : **BP**
- 3) : PB
- 4) : AC

Correct Option : 2 From : Lecture 3

Question # 37

\_\_\_\_\_ is bit wise significant and accordingly each bit is named separately. 1) :

AX

- 2) : FS
- 3) : IP
- 4) : **Flags Register**

Correct Option : 4 From : Lecture 3

Question # 38

When two 16bit numbers are added the answer can be 17 bits long, this extra bit that won't fit in the target register is placed in the \_\_\_\_\_where it can be used and tested 1) : **carry flag**

- 2) : Parity Flag
- 3) : Auxiliary Carry
- 4) : Zero Flag

Correct Option : 1 From : Lecture 3

Question # 39

Program is an ordered set of instructions for the processor.

- 1) : **TRUE** 2)
- : FALSE

- 3) :
- 4) :

Correct Option : 1 From : Lecture 3

Question # 40

For Intel Architecture "operation destination, source" is way of writing things.

- 1) : **TRUE** 2)
- : FALSE

- 3) :
- 4) :

Correct Option : 1 From : Lecture 3

Question # 41

Operation code " add ax, bx " \_\_\_\_\_.

- 1) : Add the bx to ax and change the bx
- 2) : Add the ax to bx and change the ax
- 3) : **Add the bx to ax and change the ax**
- 4) : Add the bx to ax and change nothing

Correct Option : 3 From : Lecture 3

Question # 42

The maximum memory iAPX88 can access is\_\_\_\_\_.

- 1) : **1MB**
- 2) : 2MB

3) : 3MB

4) : 128MB

Correct Option : 1 From : Lecture 4

Question # 43

The maximum memory iAPX88 can access is 1MB which can be accessed with \_\_\_\_\_.

1) : 18 bits

2) : **20 bits**

3) : 16 bits

4) : 2 bits

Correct Option : 2 From : Lecture 4

Question # 44

\_\_\_\_\_ address of 1DED0 where the opcode B80500 is placed.

1) : **physical memory**

2) : memory

3) : effective

4) : None of the Given

Correct Option : 1 From : Lecture 4

Question # 45

16 bit of Segment and Offset Addresses can be converted to 20bit Address i.e

Segment Address with lower four bits zero + Offset Address with \_\_\_\_\_ four bits zero = 20bit Physical Address

1) : Middle

2) : lower

3) : Top

4) : **upper**

Correct Option : 4 From : Lecture 4

Question # 46

When adding two 20bit Addresses a carry if generated is dropped without being stored anywhere and the phenomenon is called address\_\_\_\_\_.

1) : **wraparound**

2) : mode

3) : ping

4) : error

Correct Option : 1 From : Lecture 4

Question # 47 segments can only be defined a 16byte boundaries called \_\_\_\_\_ boundaries.

- 1) : **segment**
- 2) : paragraph
- 3) : Cell
- 4) : RAM

Correct Option : 1 From : Lecture 4

Question # 48

in a Program CS, DS, SS, and ES all had the same value in them. This is called \_\_\_\_\_.

- 1) : equal memory
- 2) : **overlapping segments**
- 3) : segments hiding
- 4) : overlapping SI

Correct Option : 2 From : Lecture 4

Question # 49

"db num1" size of the memory is \_\_\_\_\_

- 1) : **1byte**
- 2) : 4bit
- 3) : 16bit
- 4) : 2byte

Correct Option : 1 From : Lecture 5

Question # 50

```
" 1-----[org 0x0100]
2-----mov ax, [num1] ; load first number in ax
3-----mov bx, [num2] ; load second number in bx
4-----add ax, bx _____
5-----int 0x21
6-----
7-----num1: dw 5 8-----num2:
dw 10
```

Comments for the 4 are :

- 1) : No comments Will be
  - 2) : ; accumulate sum in add
  - 3) : ; **accumulate sum in ax**
  - 4) : ; accumulate sum in Bx
- Correct Option : 3 From : Lecture 5

Question # 51

In " mov ax, bx " is \_\_\_\_\_ Addressing Modes.

- 1) : Immediate
- 2) : Indirect
- 3) : Direct
- 4) : **Register**

Correct Option : 4 From : Lecture 5

Question # 52

In "mov ax, [bx] " is \_\_\_\_\_ Addressing Modes

- 1) : **Based Register Indirect**
- 2) : Indirect
- 3) : Base Indirect
- 4) : Immediate

Correct Option : 1 From : Lecture 5

Question # 53

In "mov ax, 5 " is \_\_\_\_\_ Addressing Modes

- 1) : **Immediate**
- 2) : Indirect
- 3) : Indirect
- 4) : Register

Correct Option : 1 From : Lecture 6

Question # 54

In " mov ax, [num1+bx] " is \_\_\_\_\_ ADDRESSING

- 1) : OFFSET+ Indirect
- 2) : Register + Direct
- 3) : Indirect + Reference
- 4) : **BASEd REGISTER + OFFSET**

Correct Option : 4 From : Lecture 7

Question # 55

"base + offset addressing " gives This number which came as the result of addition is called the \_\_\_\_\_. 1) : Address

2) : mode

3) : **effective address**

4) : Physical Address

Correct Option : 3 From : Lecture 7

Question # 56

"mov ax, [cs:bx]" associates \_\_\_\_\_ for this one instruction

1) : CS with BX

2) : **BX with**

**CS** 3) : BX with

AX

4) : None of the Given

Correct Option : 2 From : Lecture 7

Question # 57

For example

BX=0100

DS=FFF0

And Opcode are;

move [bx+0x0100], Ax

now what is the effective memory address;

1) : 0020

2) : **0200**

3) : 0300

4) : 0x02

Correct Option : 2 From : Lecture 7

Question # 58

For example

BX=0100

DS=FFF0

And Opcode are;

move [bx+0x0100], Ax

now what is the physical memory address;

- 1) : 0020
- 2) : **0x0100**
- 3) : 0x10100
- 4) : 0x100100

Correct Option : 2 From : Lecture 7

Question # 59

In " mov [1234], al " is \_\_\_\_\_ Addressing Modes.

- 1) : Immediate
- 2) : Indirect
- 3) : **Direct**
- 4) : Register

Correct Option : 3 From : Lecture 8

Question # 60

In " mov [SI], AX " is \_\_\_\_\_ Addressing Modes.

- 1) : Basef Register Indirect
- 2) : Indirect
- 3) : **Indexed Register Indirect**
- 4) : Immediate

Correct Option : 3 From : Lecture 8

Question # 61

In " mov ax, [bx - Si] " is \_\_\_\_\_ ADDRESSING

- 1) : Basef Register Indirect
- 2) : Indirect
- 3) : Direct
- 4) : **illegal**

Correct Option : 4 From : Lecture 8

Question # 62

In " mov ax, [BL] " there is error i.e. \_\_\_\_\_

- 1) : Address must be 16bit
- 2) : Address must be 8bit
- 3) : Address must be 4bit
- 4) : **8 bit to 16 bit move illegal**

Correct Option : 4 From : Lecture 8

Question # 63

In " mov ax, [SI+DI] " there is error i.e. \_\_\_\_\_

- 1) : **Two indexes can't use as Memory Address**
- 2) : index can't use as Memory Address
- 3) : I don't Know
- 4) : None of the Given

Correct Option : 1 From : Lecture 8

Question # 64

In JNE and JNZ there is difference for only \_\_\_\_\_;

- 1) : **Programmer or Logic**
- 2) : Assembler
- 3) : Debugger
- 4) : IAPX88

Correct Option : 1 From : Lecture 9

Question # 65

JMP is Instruction that on executing take jump regardless of the state of all flags is called\_\_\_\_\_

- 1) : Jump
- 2) : Conditional jump
- 3) : **Unconditional jump**
- 4) : Stay

Correct Option : 3 From : Lecture 9

Question # 66

When result of the source subtraction from the destination is zero, zero flag is set i.e. ZF=1 its mean that;

- 1) : **DEST = SRC**
- 2) : DEST != SRC
- 3) : DEST < SRC
- 4) : DEST > SRC

Correct Option : 1 From : Lecture 9

Question # 67

When an unsigned source is subtracted from an unsigned destination and the destination is smaller, borrow is needed which sets the \_\_\_\_\_.

- 1) : carry flag i.e CF = 0
- 2) : **carry flag i.e CF = 1**
- 3) : Carry Flag + ZF=1
- 4) : None of the Given

Correct Option : 2 From : Lecture 9

Question # 68

In the case of unassigned source and destination when subtracting and in the result ZF =1  
OR

CR=1 then \_\_\_\_\_

- 1) : DEST = SRC
- 2) : DEST != SRC
- 3) : UDEST ? USRC
- 4) : **DEST < SRC**

Correct Option : 3 From : Lecture 9

Question # 69

In the case of unassigned source and destination when subtracting and in the result ZF =0

AND CR=0 then \_\_\_\_\_

- 1) : DEST = SRC
- 2) : DEST != SRC
- 3) : UDEST < USRC
- 4) : **UDEST > USRC**

Correct Option : 4 From : Lecture 9

Question # 70

In the case of unassigned source and destination when subtracting and in the result  
CR=0 then \_\_\_\_\_ 1) : DEST = SRC

- 2) : DEST != SRC
- 3) : UDEST < USRC
- 4) : **UDEST ? USRC**

Correct Option : 4 From : Lecture 9

Question # 71

\_\_\_\_\_This jump is taken if the last arithmetic operation produced a zero in its destination.

After a CMP it is taken if both operands were equal.

- 1) : **Jump if zero(JZ)/Jump if equal(JE)**
- 2) : Jump if equal(JE)
- 3) : Jump if zero(JZ)
- 4) : No Jump for This

Correct Option : 1 From : Lecture 9

Question # 72

\_\_\_\_\_This jump is taken after a CMP if the unsigned source is smaller than or equal to the unsigned destination.

- 1) : JBE(Jump if not below or equal)
- 2) : **JNA(Jump if not above)/JBE(Jump if not below or equal)**
- 3) : JNA(Jump if not above)
- 4) : No Jump for This

Correct Option : 2 From : Lecture 9

Question # 73

Numbers of any size can be added using a proper combination of \_\_\_\_\_.

- 1) : **ADD and ADC**
- 2) : ABD and ADC3) :  
ADC and ADC
- 4) : None of the Given

Correct Option : 1 From : Lecture 11

Question # 74

Like addition with carry there is an instruction to subtract with borrows called\_\_\_\_\_.

- 1) : SwB
- 2) : **SBB**
- 3) : SBC
- 4) : SBBC

Correct Option : 2 From : Lecture 11

Question # 75

if "and ax, bx" instruction is given, There are \_\_\_\_\_ operations as a result

- 1) : **16**
- AND** 2) : 17
- AND

- 3) : 32 AND
- 4) : 8 AND

Correct Option : 1 From : Lecture 12

1. Assembly language is not a low level language.

- a. True

b. **False**

2. In case of COM File first command parameter is stored at \_\_\_\_\_ offset of program segment prefix.

a. **0x80 (Not Confirm)**

b. 0x82

c. 0x84

d. 0x86

3. Address always goes from

a. Processor to meory

b. **Memory to processor**

c. Memory to memory

d. None of the above

4. The source register in OUT is

a. **AL or AX**

b. BL or BX

c. CL or CX

d. DL or DX

5. By default CS is associated with

a. SS

b. BP

c. CX

d. **IP**

6. Which of the following pins of parallel port are grounded

a. 10-18

b. **18-25**

c. 25-32

d. 32-39

7. In the instruction `mov word [es:160], 0x1230, 30` represents the character a. A

b. B

c. **0**

d. 1

8. On executing `0x21 0x3D`, if file cant be opened then

- a. **CF will contain 1**
- b. CF will contain 0
- c. ZF will contain 1
- d. ZF will contain 0

**9. Which of the following IRQ is cascading interrupt**

- a. IRQ 0
- b. IRQ 1
- c. **IRQ 2**
- d. IRQ 3

**10. The execution of instruction mov word [es:160], 0x1230, will print a character on the screen at**

- a. **First column of second row**
- b. Second column of first row
- c. Second column of second row
- d. First column of third row

1)))SHR and SAL are same?

.True (correct)

.False

2)))mov ax,0 will set ZF flag

.True

.False

3)))In 9 pin DB connector ,which pic is assigned to TD.

. 1

. 2

. 3(correct)

. 4

4)))Lower 16 bits of EAX are labeled as

. **AX(correct)**

. BX

.EAX

.none of above

5))) which is the special prefix used for repeating a block

**.rep(correct)**

.repeat

.repb

.repe

6)) JA can not after cmp if unsigned destination is greater than source

.true

.false

Q=1 Conditional jump can only:

1. Far
2. **short**
3. near
4. all of the given

q=2:

Address is always go from:

1. Processor to memory
2. **Memory to processor**
3. Memory to memory
4. None of given

Q=3;

Programmable interrupt controllers have two ports 20 and 21.....port 20 is a control port while port 21 is .....

1. The interrupt make register
2. **Interrupt port**
3. Output port
4. Input port

Q=4:

In the instruction "move word[es:160],0x1230 represent the charechter.....

1..... A

2.....

B

3. 0

4. 1

Q=5:

The 8088 processor divides interrupts into how many classes?

1. 2

2. 3

3.

4.

4. 5

Q=6:

Which of the following is the pair of register used to access memory in string instruction?

1. DI and BP

2. SI and BP

3. **DI and SI**

4. DS and SI

Q=7:

In case of COM file,first command line parameter is stored at .....offset of program segment prefix'

1. **0x80** 2. 0x8

2.

3. 0x84

4. 0x86

Q=8:

The INT 0x13 service 0x03 is use to ...

1. Read disk sector

2. **Write disk sector**

3. Reset disk sector

4. Get drive parameters

Q=9:

After the execution of STOSWB,the CX will be.....

1. Incremented by 1

2. **Incremented by 2**
3. Decremented by 1
4. Decremented by 2

Q=10

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

1. **First column of second row**
2. Second column of first row
3. Second column of second row
4. First column of third row

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**CS401 QUIZ 1 SOLVED**

**Provide by VU Answer**

1. In programmable interrupt controller which of the following ports is referred as interruptmask register?

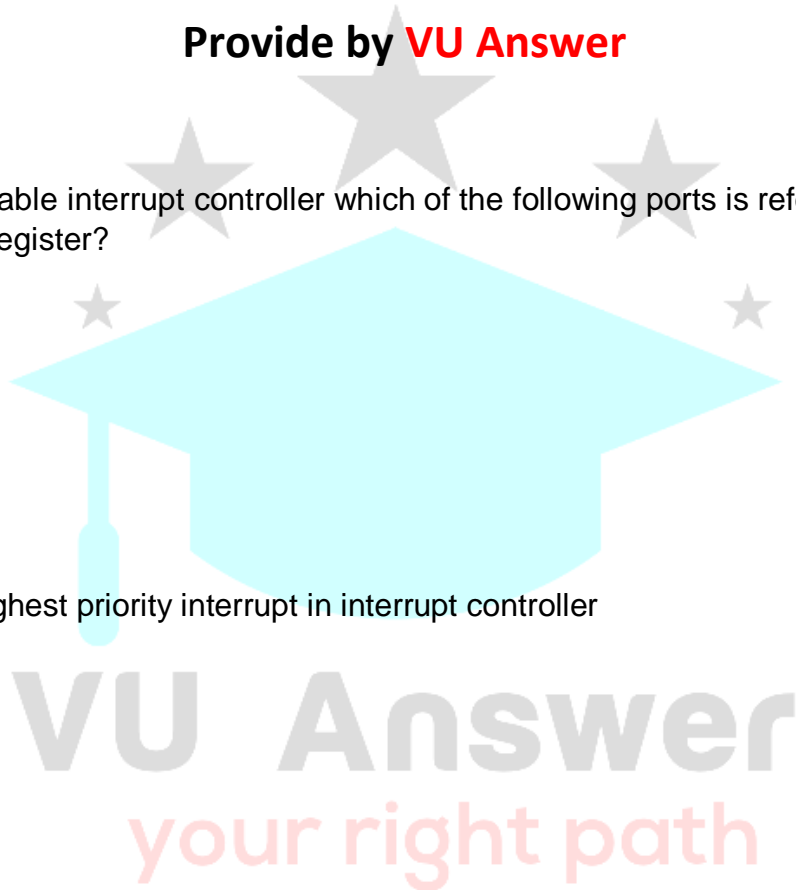
- a) 19
- b) 20
- c) 21**
- d) 22

2. \_\_\_ is the highest priority interrupt in interrupt controller

- a) IRQ 0**
- b) IRQ 1
- c) IRQ 2
- d) IRQ 3

3. IRET returns on the basis of \_\_\_ and \_\_\_

- a) CS, IP**
- b) DS, IP
- c) CS, SS



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d) IP, SP

4. If \_\_\_ is set, the after every instruction a type 1 interrupt will be automatically generated.

a) Parity flag

**b) Trap flag**

c) Carry flag

d) Overflow flag

5. The interrupt handler uses \_\_\_ instruction to return back to the caller.

**a) IRET**

b) RETI

c) INTR

d) RET

6. Which of the following interrupt is used for Arithmetic overflow?

a) INT 1

b) INT 2

c) INT 3

**d) INT 4**

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7. During the execution of INT instruction, some contents are pushed on to the stack, the order of pushing then is

- a) CS, IP and then FLAGS register
- b) IP, CS and then FLAGS register
- c) FLAGS register, CS and then IP**
- d) FLAGS register, IP and the CS

8. Each of the bits at port \_ corresponding to one of the IRQ lines.

- a) 18
- b) 20
- c) 21**
- b) 19

9. Which of the following pins of the parallel port connector are grounded? a. a) 10-18

- b) 18-25**
- c) 25-32
- d) 32-39

10. Which of the following interrupts plays the most significant part during step debugging of a program?

- a) INT 0

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**b) INT 1**

c) INT 2

d) INT 3

11. Which of the following IRQs is connected to serial port COM 2?

a) IRQ 0

b) IRQ 1

c) IRQ 2

**d) IRQ 3**

12. Which of the following IRQs is connected to serial port COM 1?

**a) IRQ 4**

b) IRQ 5

c) IRQ 6

d) IRQ 7

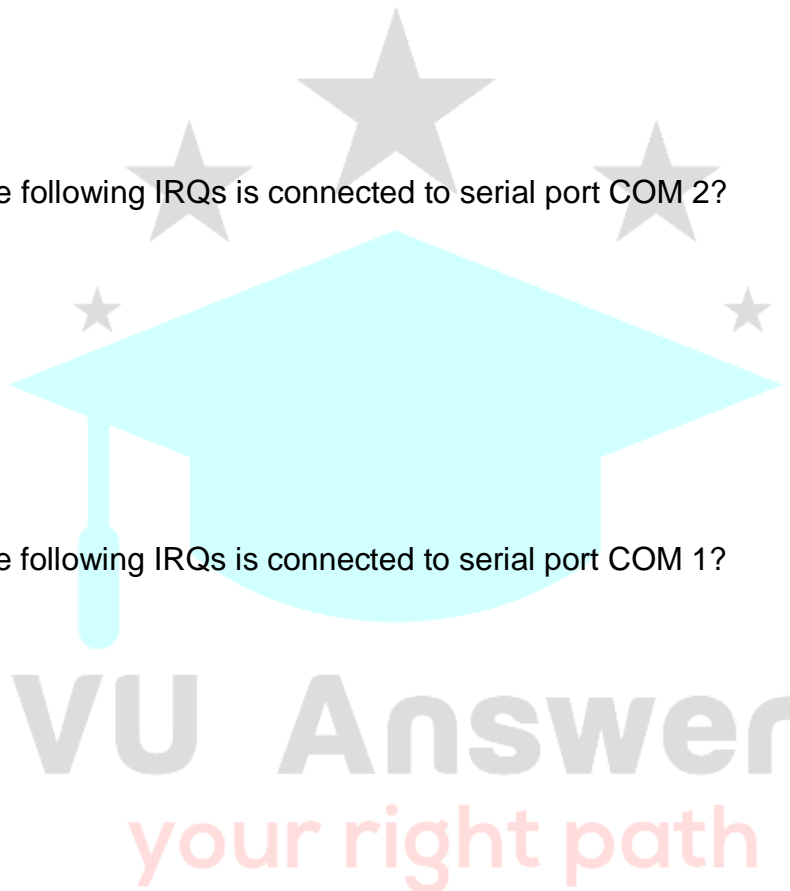
13. Which of the following IRQs is used by the parallel port?

a) IRQ 4

b) IRQ 5

c) IRQ 6

**d) IRQ 7**



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14. In programmable interrupt controller which of the following ports is used to selectively enabling or disabling interrupts?

a) 19

b) 20

**c) 21**

d) 22

15. The space where all the registers of task are stored is called \_\_\_\_

a) Control block

**b) Process control block**

c) Stack

d) Memory

16. Which of the following is the destination register in IN instruction?

**a) AL or AX**

b) BL or BX

c) CL or CX

d) DL or DX

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17. In multitasking environment, which of the following structure is used to maintain the ordering of active PCBs?

- a) Array
- b) Register
- c) Linked List**
- d) Stack

18. In multitasking which of the following interrupts is used as scheduler during context switching?

- a) INT 21
- b) INT 16
- c) INT 13
- d) INT 8**

19. Which of the following are required for thread entry?

- a) CS and DS
- b) CS and IP**
- c) IP and general-purpose registers
- d) SS and SP

20. The time interval between two timer tick is?

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- a) 40 ms
- b) 45 ms
- c) 50 ms
- d) 55 ms**

21. Which of the following flag can be used for mathematical operations?

- a) Direction Flag
- b) Carry Flag**
- c) Trap Flag
- d) Interrupt Flag

22. In multi-tasking, the process of saving and restoring to values of registers from a process control block (PCB) is called \_\_\_\_

- a) Context switching**
- b) Context saving
- c) Context restoring
- d) Code switching

23. When two devices in a system want to use the same IRQ line, is referred as:

- a) IRQ Collision
- b) IRQ Conflict**

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- c) IRQ Crash
- d) IRQ Blockage

24. An End of Interrupt (EOI) signal is sent by

**a) Handler**

- b) Processor
- c) IRQ
- d) PIC

26. Threads can have function calls, parameters and \_\_\_\_\_ variables.

- a) Global
- b) Local**
- c) Legal
- d) Illegal

27. Which of the following arranges jobs in a sequence in order to be executed?

**a) Process control block**

- b) Arranger
- c) Control unit
- d) Scheduler

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28. Which of the following flags cannot be cleared using an assembly instruction?

- a) Trap flag
- b) Interrupt flag
- c) Direction flag
- d) Carry flag**

29. Which of the following is the highest priority interrupt?

- a) INT3
- b) INT2
- c) INT1
- d) INT0**

30. At the end of servicing an interrupt, which of the following is used to inform the PIC that it is completed?

- a) RET
- b) EOI**
- c) IRET
- d) RET N

31. Which of the following interrupts is used for maintaining the system time?

- a) INT 0

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b) INT 1

**c) INT 8**

d) INT 10

32. Which of the following is used for exporting parallel port services?

**a) INT 17**

b) INT 16

c) INT 15

d) INT 8

33. In programmable interrupt controller which of the following ports is referred as a control port?

a) 19

**b) 20**

c) 21

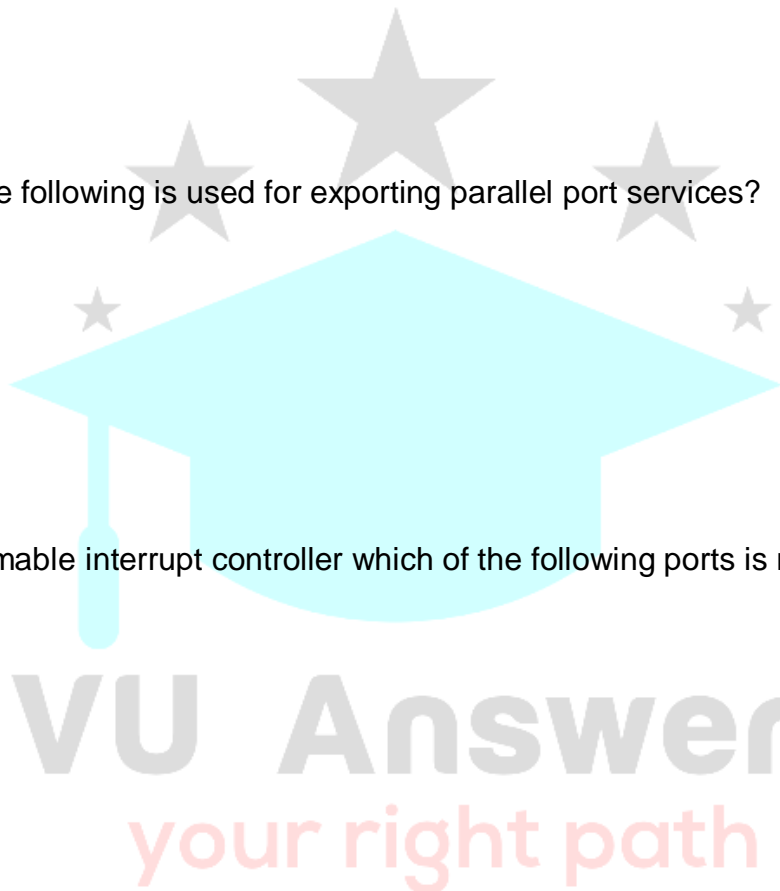
d) 22

34. \_\_\_is/are the port number(s) for parallel port.

a) 20 and 21

b) 60 to 64

c) 380



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**d) 378**

35. The number of pins in a parallel port connector are?

a) 20

**b) 25**

c) 30

d) 35

36. The offset address of an interrupt  $n$  will be at

a)  $n$

b)  $nx2$

c)  $nx3$

**d)  $nx4$**

37. Programmable interrupt controller has two ports (20 and 21). Port 20 is the control port while port 21 is\_.

**a) The interrupt mask register**

b) Interrupt port

c) Output port

d) Input port

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40. Which of the following instruction selects memory address space?

**a) MOV**

b) DEC

c) IN

d) ADD

41. The thread registration code initializes the PCB and adds it to the linked list so that the \_\_\_ will give it a turn.

a) Assembler

**b) Scheduler**

c) Linker

d) Debugger

42. Which of the following instruction is used for disabling all the interrupts during a program execution?

**a) Cli**

b) Sti

c) Reti

d) Iret

43. Programmable interrupt controller (PIC) has

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- a) One input signal and eight output signals
- b) One input signal and one output signal
- c) Eight input signals and one output signals**
- d) Eight input signals and eight output signals

44. In 8088 processor, there can be total possible entries in an interrupt vector table.

- a) 256**
- b) 64
- c) 128
- d) 512

45. Each thread can have their own

- a) Execution area
- b) Stack**
- c) Memory
- d) Array

46. The parallel port connector is called?

- a) DB-25**
- b) BD-25
- c) DB-24

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d) BD-24

47. In 8088, the physical memory address for Interrupt Vector Table is fixed and the table occupies exactly \_\_\_\_\_ of memory.

**a) 1 KB**

b) 1 MB

c) 64 KB

d) 4 Bytes

48. Which of the following interrupts is non maskable interrupt?

a) INT 0

b) INT 1

**c) INT 2**

d) INT 3

49. Using OUT instruction on parallel data port results into a signal of \_\_\_ for every 1 bit.

a) 0 V

b) 1 V

**c) 5 V**

d) 10 V

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50. PCB stands for?

**a) Process Control Block**

b) Process Cleaning Block

c) Programmable Counter Block

d) Programs Control Block

51. Which of the following port number is used to send an end of interrupt (EOI) signal to the PIC after an interrupt is ended?

a) 0x16

**b) 0x20**

c) 0x60

d) 0x378

52. Which of the following instruction is used for reading a char from keyboard?

a) out al, 0x60

**b) in al, 0x60**

c) out dx, al

d) out dx, 0x378

53. In PIC, which of the following port is used for selectively enabling or disabling interrupts?

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- a) 19
- b) 20
- c) 21**
- d) 22

54. DOS has single entry point to access all its services through interrupt\_\_

- a) INT 21**
- b) INT 16
- c) INT 2
- d) INT 10

55. Which of the following pins of parallel port are used to carry the data from processor to the device connected through parallel port?

- a) Pin 2 to pin 9**
- b) Pin 10
- c) Pin 4
- d) Pin 18 to pin 25

56. The input frequency of the programmable interval timer (PIT) is

- a) Fixed**
- b) Depends on processor block

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- c) Variable
- d) Depends on hardware attached

60. All registers of task are stored in space called \_\_\_\_

a) Process storage block

**b) Process control block**

c) Process terminal

d) Swapping space

61. Which of the following IRQ's is derived by a key board

a) IRQ 0

**b) IRQ 1**

c) IRQ 2

d) IRQ 3

62. Changing and restoring the state of Control processing unit (CPU) is referred as

a) Thrashing

**b) Multitasking**

c) Context Switching

d) Multithreading

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63. For the external hardware to generate an interrupt there are how many pins outside the processor?

**a) 1**

b) 2

c) 3

d) 4

64. Which of the following instruction selects peripheral address space?

a) MOV

b) DEC

**c) IN**

d) ADD

65. Which of the following is the most commonly used port with printer?

a) Serial Port

b) USB port

**c) Parallel Port**

d) DVI Port

66. \_\_\_ allows us to execute one instruction at a time rather than the whole program at once

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a) INT 0

**b) INT 1**

c) INT 2

d) INT 3

67. Which of the following is used for exporting keyboard services?

**a) INT 16**

b) INT 11

c) INT 12

d) INT 8

68. TSR stands for

a) Terminate and store routines

b) Transmits and save resources

**c) Terminate and Stay resident**

d) Truncate and start recursively

69. Which of the following is the ACK pin in DB-25 Connector

**a) 10**

b) 11

c) 12

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d) 13

70. Which of the following IRQs is a cascading interrupt?

a) IRQ 0

b) IRQ 1

**c) IRQ 2**

d) IRQ 3

71. In interrupt masking, we use\_\_to get control from the program without letting the program know about it.

**a) IRQ 0**

b) IRQ 1

c) IRQ 5

d) IRQ 7

72. The output of programmable timer interval is connected to which line of the PIC?

**a) IRQ 0**

b) IRQ 1

c) IRQ 2

d) IRQ 3

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73. Which of the following IRQs is used for Floppy disk drive?

- a) IRQ 4
- b) IRQ 5
- c) IRQ 6**
- d) IRQ 7

74. In multitasking, each PCB requires\_\_bytes to store the values of registers.

- a) 14
- b) 28**
- c) 32
- d) 16

75. Which of the following IRQs is used for sound card or network card?

- a) IRQ 4
- b) IRQ 5**
- c) IRQ 6
- d) IRQ 7

76. Programmable interrupt controller has\_\_\_\_ports.

- a) 1
- b) 2**
- c) 3

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d) 4

77. Which of the following bits of parallel control port enables the IRQ 7 triggering by the ACKpin?

a) Bit 1

b) Bit 2

c) Bit 3

**d) Bit 4**

78. Which of the following IRQs is derived by a timer device?

**a) IRQ 0**

b) IRQ 1

c) IRQ 2

d) IRQ 3

79. \_\_\_ is a special type of interrupt that returns to the same instruction instead of the next instruction

**a) Divide overflow**

b) Debug interrupt

c) Arithmetic overflow interrupt

d) Change the sign interrupt

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80. All the registers & stack are saved in

**a) Multitasking**

b) Multi-Processing

c) Function call

d) BIOS

81. Which of the following is the source register in OUT instruction?

**a) AL or AX**

b) BL or BX

c) CL or CX

d) DL or DX

82. Which of the following is the destination register in IN instruction?

**a) AL or AX**

b) BL or BX

c) CL or CX

d) DL or DX

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CS401- Computer Architecture and Assembly Language

---

1 argument

1 argument

3 arguments

No arguments

Question No: 2 ( M - 1 )

In STOSB instruction SI is decremented or incremented by

4

1

**2**

3

Question No: 3 ( M - 1 )

CMPS instruction subtracts the source location to the destination location.

Destination location always lies in

DS:SI

DS:DI

ES:SI

ES:DI

Question No: 4 ( M - 1 ) .

Regarding assembler, which statement is true:

Assembler converts mnemonics to the corresponding OPCODE

Assembler converts OPCODE to the corresponding mnemonics.

Assembler executes the assembly code all at once

Assembler executes the assembly code step by step

Question No: 5 ( M - 1 ) .

If "BB" is the OPCODE of the instruction which states to "move a constant value to AX register", the hexadecimal representation (Using little Endian notation) of the instruction "Mov AX,336" ("150" in hexadecimal number system) will be:

0xBB0150

0x5001BB

0x01BB50

0xBB5001

Question No: 6 ( M - 1 ) .

In the instruction MOV AX, 5 the number of operands are

1

2

3

4

Question No: 7 ( M - 1 ) .

The maximum parameters a subroutine can receive (with the help of registers) are

6

7

8

9

Question No: 8 ( M - 1 ) .

In assembly the CX register is used normally as a \_\_\_\_\_ register.

source

counter

index

pointer

Question No: 9 ( M - 1 ) .

All the addressing mechanisms in iAPX 8 8 return a number called \_\_\_\_\_ address .

**effective**

faulty

indirect

direct

Question No: 10 ( M - 1 ) .

When a 16 bit number is divided by an 8 bit number, the dividend will be in

**AX**

BX

CX

DX

Question No: 11 ( M - 1 ) .

in Left-Shift-Operation the left most bit \_\_\_\_\_

**will drop**

will go into CF

Will come to the right most

will be always 1

Question No: 12 ( M - 1 ) .

Suppose the decimal number "35" after shifting its binary two bits to left, the new value becomes \_\_\_\_\_

35

70

140

17

Question No: 13 ( M - 1 ) .

When divide overflow occurs processor will be interrupted this type of interrupt is called

Hardware interrupt

Software interrupt

Processor exception

Logical interrupts

Question No: 14 ( M - 1 ) .

Which mathematical operation is dominant during the execution of SCAS instruction

Division

Multiplication

Addition

**Subtraction**

Question No: 15 ( M - 1 ) .

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

CF

OF

DF

**No flags will be affected**

Question No: 16 ( M - 1 )

\_\_\_\_\_ is one of the reasons due to which string instructions are used in 8088

Efficiency and accuracy

Reduction in code size and accuracy

Reduction in code size and speed

Reduction in code size and efficiency

Question No: 17 ( M - 1 )

Write any two control instructions.

Question No: 18 ( M - 1 )

RET instruction take how many arguments

Question No: 19 ( M - 2 )

Explain the function of rotate right (ROR) instruction

Question No: 20 ( M - 2 )

Describe the PUSH function

Question No: 21 ( M - 3 )

Write down the names of four segment registers?

Question No: 22 ( M - 3 )

For what purpose "INT 4" is reserved?

Question No: 23 ( M - 5 )

Given that  $[BX+0x0100]$   $BX=0x0100$

$Ds=0xFFFF0$

Calculate the physical address

Question No: 1 ( M - 1 )

Th

The physical address of the stack is obtained by

► **SS:SP combination**

► SS:SI combination

► **SS:SP combination**

► ES:BP combination

► ES:SP combination

**Question No: 2 ( M - 1 )**

After the execution of instruction "RET "

► **SP is incremented by 2**

► **SP is incremented by 2**

► SP is decremented by 2

► SP is incremented by 1

► SP is decremented by 1

Aft

**Question No: 3 ( M - 1 )**

The second byte in the word designated for one screen location holds

► **Character color on the screen**

► The dimensions of the screen

► Character position on the screen

► **Character color on the screen**

Th

- ▶ ASCII code of the character

**Question No: 4 ( M - 1 ) :**

P will always

- ▶ **Decrement CX by 1**
- ▶ Increment CX by 1
- ▶ Increment CX by 2
- ▶ **Decrement CX by 1**
- ▶ Decrement CX by 2

RE

**Question No: 5 ( M - 1 ) :**

The basic function of SCAS instruction is to

- ▶ **Compare**
- ▶ **Compare**
- ▶ Scan
- ▶ Sort
- ▶ Move data

Th

**Question No: 6 ( M - 1 ) :**

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

- ▶ **Address**
- ▶ Data
- ▶ Intermediate result

Ind

- ▶ **Address**
- ▶ Both data and addresses

**Question No: 7 ( M - 1 )** .

e bits of the \_\_\_\_\_ work independently and individually

- ▶ **flags register**
- ▶ index register
- ▶ base register
- ▶ **flags register**
- ▶ accumulator

Th

**Question No: 8 ( M - 1 )** .

convert any digit to its ASCII representation

- ▶ **Add 0x30 in the digit**
- ▶ **Add 0x30 in the digit**
- ▶ Subtract 0x30 from the digit
- ▶ Add 0x61 in the digit
- ▶ Subtract 0x61 from the digit

To

**Question No: 9 ( M - 1 )** .

hen a 32 bit number is divided by a 16 bit number, the quotient is of

- ▶ **4 bits**
- ▶ 32 bits
- ▶ 16 bits
- ▶ 8 bits
- ▶ **4 bits**

W

**Question No: 10 ( M - 1 )** .

W

When a 16 bit number is divided by an 8 bit number, the quotient will be in

- ▶ **AL**
- ▶ AX
- ▶ **AL**
- ▶ AH
- ▶ DX

**Question No: 11 ( M - 1 )** :

W

Which mathematical operation is dominant during the execution of SCAS instruction

- ▶ **Division**
- ▶ **Division**
- ▶ Multiplication
- ▶ Addition
- ▶ Subtraction

**Question No: 12 ( M - 1 )** :

If

AX contains decimal -2 and BX contains decimal 2 then after the execution of instructions:

`CMP AX, BX`

`JA label`

- ▶ **Zero flag will set**
- ▶ Jump will be taken
- ▶ **Zero flag will set**
- ▶ ZF will contain value -4
- ▶ Jump will not be taken

Question No: 13 ( M - 1 )

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

- ▶ First column of second row
- ▶ Second column of first row
- ▶ First column of second row
- ▶ Second column of second row
- ▶ First column of third row

Question No: 14 ( M - 1 )

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

- ▶ DF is cleared
  - ▶ ZF is cleared
- ▶ DF is cleared
- ▶ ZF is set
- ▶ DF is set

Question No: 15 ( M - 1 )

The instruction ADC has \_\_\_\_\_ Operand(s)

- ▶ 3
- ▶ 0
- ▶ 1
- ▶ 2
- ▶ 3

Question No: 16 ( M - 1 )

Which bit of the attributes byte represents the red component of background color ?

- ▶ 3

- ▶ 3
- ▶ 4
- ▶ 5
- ▶ 6

**Question No: 17 ( M - 2 )**

**What is difference between SHR and SAR instructions?**

**W**

SHR

The SHR inserts a zero from the left and moves every bit one position to the right and copy the rightmost bit in the carry flag.

SAR

The SAR shift 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. The sign bit is retained in this operation.

**Question No: 18 ( M - 2 )**

For what purpose "INT 1" is reserved ?

**For**

**Question No: 19 ( M - 2 )**

Define implied operand?

**Define**

It is always in a particular register say the accumulator. It needs to not be mentioned in the instruction.

Q=1:

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

- 0
- 1
- 2
- 3

Q=2:

The clear screen operation initializes the whole block of video memory to:

- 0417
- 0714
- 0741
- 017

Q=3:

When the operand of DIV instruction is of 16 bit then implied dividend will be of

- 64-bit
- 32-bits
- 16-bits
- 8--bits

Q=4

Which of the following is the pair of register used to access memory instring instruction:

- DI and BP
- SI and BP
- DI and SI
- DS and Si

Q=5

A fat32 file system directory entry in DOS consist of how many bytes?

- 16
- 24
- 32
- 64

Q=6:

Which register is generally used to specify the services number of an interrupt?

- DX
- AX
- BX
- CX

.....

Q=7:

In 9 pin db 9 connector ,which pin is assigned to RD(received data)

- 1
- 2
- 3
- 4

Q=8

In case of COM file, maximum length of parameters passed through command line can be.....

- 63 bytes
- 127bytes
- 255 bytes
- 511 bytes

Q=9

We can access the DOS service using;

- Int 0x21
- Int 0x13
- Int 0x 10
- Int 0x 08

Q=10

In 9 pin 9 connector,which pin is assigned to signal ground

- 3
- 4
- 5
- 6

Q=11:

BPB stands for

- Basic parameter block
- Bios precise block
- Basic precise block
- Bios parameter block

Q=12

Int 13-bios disk service "generally uses which register to return the error flag?

- CF
- DL
- AH
- AL

Q=13:

The first sector on the hard disk contains the

- Hard disk size
- Partition table
- Data size
- Sector size

Q=14

Operating system organize data in the form of

- Folder
- Batch file
- File

•  None of above

.....

Q=15

In 9 pin db 9 connector, which pin is assigned to TD(transmitted data)

•  1

•  2

•  3

•  4

Q=16"

Device derive can be divided into -----major categories.

•  5

•  4

•  3

•  2

1. BL contains 5 decimal then after right shift , BL will become

•  3

•  2.5

•  5

•  10

2. 8 \* 16 font is stored in \_\_\_\_\_ bytes.

•  3

•  4

•  8

•  16

3. In DOS input buffer , number of characters actually read on return is stored in

- First byte
- Second byte**
- Third byte
- Fourth byte

4. IRQ 0 has priority

- Low
- High
- Highest**
- Medium

5. Thread registration code initialize PCB and add to linked list so that \_\_\_\_\_ will give it turn.

- Assembler
- Linker
- Scheduler**
- Debugger

6. Traditional calling conventions are in \_\_\_\_\_ number

- 1
- 2**
- 3
- 4

7. VESA VEB 2.0 is standard for

- High Resolution Mode**
- Low Resolution Mode
- Very High Resolution Mode
- Medium Resolution Mode

8. To clear direction flag which instruction is used

- Cld**

- Clrd
- Cl df
- Clr df

9. In STOSW instruction , When DI is cleared , SI is

- Incremented by 1
- **Incremented by 2**
- Decremented by 1
- Decremented by 2

10. Interrupt that is used in debugging with help of trap flag is

- INT 0
- **INT 1**
- INT 2
- INT 3

11. INT for arithmetic overflow is

- INT 1
- INT 2
- INT 3
- **INT 4**

12. IRQ referred as

- **Eight Input signals**
- One Input signal
- Eight Output signals
- One output signal

13. IRQ for keyboard is 1

14. IRQ for sound card is 5

15. IRQ for floppy disk is 6

16. IRQ with highest priority is

- Keyboard IRQ
- Timer IRQ
- Sound Card
- Floppy Disk

17. Pin for parallel port ground is

- 10-18
- 18-25
- 25-32
- 32-39

18. The physical address of Interrupt Descriptor Table (IDT) is stored in

- GDTR
- IDTR
- IVT
- IDTT

19. Execution of "RET 2" results in?

20. CX register is

- Count register
- Data register
- Index register
- Base register

21. OUT instruction uses AX as source register.

22. IN DB-9 connector the Data Set ready pin is at

- 5
- 6

- 7
- 8

23. If two devices uses same IRQ then there is

- IRQ collision
- IRQ conflict
- IRQ drop

24. VESA organizes 16 bit color for every pixel in ratio

- 5:5:5
- 5:6:5
- 6:5:6
- 5:6:7

25. Division by zero is done by which interrupt.

Interrupt 0.

---

Question No: 1 ( M - 1 )

er the execution of SAR instruction

Aft

▶ The msb is replaced by a 0

- ▶ The msb is replaced by 1
- ▶ The msb retains its original value
- ▶ The msb is replaced by the value of CF

Question No: 2 ( M - 1 )

RE

TF will pop the offset in the

- ▶ BP
- ▶ IP
- ▶ SP
- ▶ SI

Question No: 3 ( M - 1 ) .

Th

the routine that executes in response to an INT instruction is called

- ▶ ISR
- ▶ IRS
- ▶ ISP
- ▶ IRT

Question No: 4 ( M - 1 ) .

Th

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

- ▶ 0x0010
- ▶ 0x0100
- ▶ 0x1000
- ▶ 0x0000

Question No: 5 ( M - 1 ) .

"F

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

- ▶ memory dependent
- ▶ Absolute
- ▶ temporary
- ▶ indirect

Question No: 6 ( M - 1 ) :

ly \_\_\_\_\_ instructions allow moving data from memory to memory.

On

▶ string

- ▶ word
- ▶ indirect
- ▶ stack

Question No: 7 ( M - 1 ) :

er the execution of instruction "RET 2"

Aft

▶ SP is incremented by 2

- ▶ SP is decremented by 2
- ▶ SP is incremented by 4
- ▶ SP is decremented by 4

Question No: 8 ( M - 1 ) :

V instruction has

DI

▶ Two forms

- ▶ Three forms
- ▶ Four forms
- ▶ Five forms

Question No: 9 ( M - 1 ) :

W

When the operand of DIV instruction is of 16 bits then implied dividend will be of

- ▶ 8 bits
- ▶ 16 bits
- ▶ **32 bits**
- ▶ 64 bits

**Question No: 10 ( M - 1 )** :

After the execution of MOVS instruction which of the following registers are updated

- ▶ SI only
- ▶ DI only
- ▶ **SI and DI only**
- ▶ SI, DI and BP only

Aft

**Question No: 11 ( M - 1 )** :

In 8088 architecture, whenever an element is pushed on the stack

- ▶ SP is decremented by 1
- ▶ **SP is decremented by 2**
- ▶ SP is decremented by 3
- ▶ SP is decremented by 4

In

**Question No: 12 ( M - 1 )** :

When a very large number is divided by very small number so that the quotient is larger than the space provided, this is called

W

- ▶ Divide logical error
- ▶ **Divide overflow error**

- ▶ Divide syntax error
- ▶ An illegal instruction

**Question No: 13 ( M - 1 )** :

the word designated for one screen location, the higher address contains

In

**▶ The character code**

- ▶ The attribute byte
- ▶ The parameters
- ▶ The dimensions

**Question No: 14 ( M - 1 )** :

Which of the following options contain the set of instructions to open a window to the video memory?

W

- ▶ `mov AX, 0xb008`

`mov ES, AX`

**▶ `mov AX, 0xb800`**

**`mov ES, AX`**

- ▶ `mov AX, 0x8b00`

`mov ES, AX`

- ▶ `mov AX, 0x800b`

`mov ES, AX`

**Question No: 15 ( M - 1 )** :

in a video memory, each screen location corresponds to

In

- ▶ One byte

**▶ Two bytes**

- ▶ Four bytes
- ▶ Eight bytes

**Question No: 16 ( M - 1 )** :

the execution of the instruction "mov word [ES : 0], 0x0741" will print character "A" on screen , background color of the screen will be

► **Black**

► White

► Red

► Blue

**Question No: 1** \_\_\_( M - 1 ) .

Which of the following is not true about registers?

1. Their operation is very much like memory
2. Intermediate results may also be stored in registers.
3. They are also called scratch pad ram
4. None of given options.

**Question No: 2** \_\_\_( M - 1 ) .

move [bp], al moves the one byte content of the AL register to the address contained in BP register in the current

1. Stack segment
2. Code segment
3. Data segment
4. Extra segment

**Question No: 3** ( M - 1 ) .

In a rotate through carry right (RCR) instruction applied on a 16 bit word  
Effectively there is

1. 16 bits rotation
2. 1 bit rotation
3. 17 bits rotation
4. 8 bits rotation

**Question No: 4\_\_ ( M - 1 ) - Please**

choose one The 8088 stack works on

1. Word sized elements
2. Byte sized elements
3. Double sized element
4. Nibble sized element

**Question No: 5 ( M - 1 ) - Please**

choose one

An 8 x 16 font is stored in.....Bytes

1. 2
2. 4
3. 8
4. 16

**Question No: 6 ( M - 1 ) - Please**

INT 10 is used for.....services.

1. RAM
2. Disk
3. BIOS video

4. DOS video

**Question No: 7 ( M - 1 ) :**

Priority of IRQ 0 interrupt is

1. medium
2. high
3. highest
4. low

**Question No: 8 ( M - 1 ) :**

Threads can have function calls, parameters and \_\_\_\_\_ variables.

1. global
2. local
3. legal
4. illegal

**Question No: 9 ( M - 1 ) - Please choose**

one How many prevalent calling conventions do.....exist

1. 1
2. 2
3. 3
4. 4

**Question No: 10 ( M - 1 ) - Please choose**

one In 9pin DB 9 DSR is assigned on pin number

1. 4
2. 5
3. 6
4. 7



3. Bit 14
4. Bit 15

**Question No: 15 ( M - 1 ) :**

Video services are classified into \_\_\_\_\_ broad categories

- 2
- 3
- 4
- 5

**Question No: 16 ( M - 1 ) - Please choose**

one In STOSB instruction, when DF is clear, SI is

1. Incremented by 1
2. Incremented by 2
3. Decrement by 1
4. Decrement by 2

**Question No: 17 ( M - 1 ) :** The

process of sending signals back and forth is called

1. Activity
2. Hand-shaking
3. Interruption
4. Time clicking

**Question No: 18 ( M - 1 ) :**

which of the following is a special type of interrupt that returns to the same instruction instead of the next instruction

1. Divide overflow interrupt
2. Debug interrupt
3. Arithmetic overflow interrupt
4. Change of sign interrupt

**Question No: 19** \_\_ ( M - 1 ) .

Which of the following IRQs is derived by a timer device?

1. IRQ 0
2. IRQ 1
3. IRQ 2
4. IRQ 3

**Question No: 20** \_\_ ( M - 1 ) .

Which of the following interrupts is used for Arithmetic overflow

1. INT 1
2. INT 2
3. INT 3
4. INT 4

**Question No: 21** \_\_ ( M - 1 ) .

Which of the following IRQs is connected to serial port COM 2?

1. IRQ 0
2. IRQ 1
3. IRQ 2
4. IRQ 3

**Question No: 22** \_\_ ( M - 1 ) - Please

choose one

An End of Interrupt (EOI) signal is sent by

1. Handler
2. Processor
3. IRQ
4. PIC

**Question No: 23 ( M - 1 ) :**

The source registers in OUT is

1. AL or AX
2. BL or BX
3. CL or CX
4. DL or DX

**Question No: 24 ( M - 1 ) :**

In programmable interrupt controller which of the following ports is used for selectively enabling or disabling interrupts

1. 19
2. 20
3. 21
4. 22

**Question No: 25 ( M - 1 ) :**

The number of pins in a parallel port connector are?

1. 25
2. 30
3. 35

**Question No: 26 ( M - 1 ) :**

Which of the following pins of a parallel port connector are grounded?

1. 10-18
2. 18-25
3. 25-32
4. 32-39

**Question No: 27 \_\_ ( M - 1 ) :**

Suppose a decimal number 35 when its binary is shifted to write two places the new number will become

1. 35
2. 70
3. 140
4. 17

**Question No: 28 \_\_ ( M - 1 ) :**

A 32bit address register can access upto .....of memory so memory access has increased a lot.

1. 2GB
2. 4GB
3. 6GB
4. 8GB

**Question No: 29 \_\_ ( M - 1 ) :**

In NASM an imported symbol is declared with the .....while and exported symbol is declared with the .....

1. Global directive, External directive
2. External directive, Global directive
3. Home Directive, Foreign Directive
4. Foreign Directive, Home Directive

**Question No: 30 ( M - 1 ) - Please choose**

one Single step interrupt is

1. Hardware interrupt
2. Like divide by zero interrupt

- 3. Like divide by 1 interrupt
- 4. Software interrupt

**Question No: 31 \_\_ ( M - 1 )**

Which services are gained bi INT 0x16

**Solution:**

- Hardware interrupt
- Like divide by zero interrupt
- Like divide by 1 interrupt
- Software interrupt

**Question No: 32 ( M - 1**

**Give the name of any one VESA servic**

- Hardware interrupt
- Like divide by zero interrupt
- Like divide by 1 interrupt
- Software interrupt

**Question No: 33 ( M - 2 )**

**INT 14 - SERIAL - READ CHARACTER FROM PORT**  
**By using above port what do AH,AL and DX shows here?**

- Hardware interrupt
- Like divide by zero interrupt
- Like divide by 1 interrupt
- Software interrupt

**Question No: 34 ( M - 2 )**

**What do these instructions do ? write your answer in single line.**  
**mov cx, 0xffff**  
**loop \$**

- Hardware interrupt
- Like divide by zero interrupt
- Like divide by 1 interrupt



1. 16bit
2. 32bit
3. 64bit
4. 20bit

**Question No: 2 ( M - 1 )**

:-

When the subprogram finishes, the \_\_\_\_\_ retrieves the return address from the stack and transfers control to that location.

1. RET instruction
2. CALL instruction
3. POP instruction
4. Jump instruction

**Question No: 3 ( M - 1 )**

:-

A 32 bit address register can access upto \_\_\_\_\_ of memory.

- 1 GB
- 6 GB
- 4 GB
- 2 GB

**Question No: 4 ( M - 1 )**

:-

The value of a segment register when the processor is running under protected mode is called

1. segment descriptor
2. segment selector
3. global descriptor table
4. protected register

**Question No: 5 ( M - 1 )**

▬

FS and GS are two \_\_\_\_\_ in protected mode.

1. segment registers
2. segment selectors
3. stack pointers
4. register pointers

**Question No: 6 ( M - 1 )**

▬

IRQ 0 interrupt have \_\_\_\_\_ priority

1. low
2. medium
3. highest
4. lowest

**Question No: 7 ( M - 1 )**

▬

IDT stands for \_\_\_\_\_.

1. interrupt descriptor table
2. individual descriptor table
3. inline data table
4. interrupt descriptor table

**Question No: 8 ( M - 1 )**

⚡

Every bit of line status in serial port conveys \_\_\_\_\_ information.

- 1. different
- 2. same
- 3. partial
- 4. full

**Question No: 9 ( M - 1 )**

⚡

There are total \_\_\_\_\_ bytes in a standard floppy disk.

- 1. 1444k
- 2. 1440k
- 3. 1280k
- 4. 2480k

**Question No: 10 ( M - 1 )**

⚡

An 8x16 font is stored in \_\_\_\_\_ bytes.

- 8
- 16
- 4
- 20

=====

. Serial Port is also accessible via I/O ports , COM 1 is accessible via ports 3F8-3FF while COM 2 is accessible via 2F8 -2FF.

The first register at 3F8 is the Transmitter holding register if written to and the receiver buffer register if read from.

Other register of our interest include 3F9 whose Bit 0 must be set to enable received data available interrupt and Bit 1 must be set to enable transmitter holding register empty interrupt.

(Transmitter, COM 1, I/O ports , COM2. bit 0 , Buffer , 3FA)

=====

Question # 1

There are three busses to communicate the processor and memory named as \_\_\_\_\_

- 1) : address bus.,data bus and data bus.
- 2) : addressing bus.,data bus and data bus.
- 3) : address bus.,datamove bus and data bus.
- 4) : address bus.,data bus and control bus..

Correct Option : 4 From : Lecture 1

Question # 2

The address bus is unidirectional and address always travels from processor to memory.

- 1) : TRUE
- 2) : FALSE
- 3) :
- 4) :

Correct Option : 1 From : Lecture 1

Question # 3

Data bus is bidirectional because\_\_\_\_\_

- 1) : To way
- 2) : Data moves from both, processor to memory and memory to processor,
- 3) : Data moves from both, processor to memory and memory to data Bus,
- 4) : None of the Given

Correct Option : 3 From : Lecture 1

Question # 4

Control bus\_\_\_\_\_

- 1) : is Not Important.
- 2) : is Important .
- 3) : bidirectional.
- 4) : unidirectional .

Correct Option : 3 From : Lecture 1

Question # 5

A memory cell is an n-bit location to store data, normally \_\_\_\_\_also called a byte

- 1) : 4-bit
- 2) : 8-bit
- 3) : 6-bit
- 4) : 80-bit

Correct Option : 2 From : Lecture 1

Question # 6

The number of bits in a cell is called the cell width.\_\_\_\_\_ define the memory completely.

- 1) : Cell width and number of cells,
- 2) : cell number and width of the cells,
- 3) : width
- 4) : Height

Correct Option : 1 From : Lecture 1

Question # 7

for memory we define two dimensions. The first dimension defines how many \_\_\_\_\_bits are there in a single memory cell.

- 1) : parallel
- 2) : Vertical

3) : long  
4) : short  
Correct Option : 1 From : Lecture 1

Question # 8

\_\_\_\_\_ operation requires the same size of data bus and memory cell width.

1) : Normal  
2) : Best and simplest  
3) : first  
4) : None of the Given  
Correct Option : 2 From : Lecture 1

Question # 9

Control bus is only the mechanism. The responsibility of sending the appropriate signals on the control bus to the memory is of the\_\_\_\_\_.

1) : Data Bus  
2) : processor  
3) : Address Bus  
4) : None of the Given  
Correct Option : 2 From : Lecture 1

Question # 10

In "total: dw 0" Opcode total is a \_\_\_\_\_

1) : Literal  
2) : Variable  
3) : Label  
4) : Starting point  
Correct Option : 3 From : Lecture 10

Question # 11

| 0 | --> | 1 | 1 | 0 | 1 | 0 | 0 | 0 | --> | C | is a example of \_\_\_\_\_

1) : Shl  
2) : sar  
3) : Shr  
4) : Sal  
Correct Option : 3 From : Lecture 10

Question # 12

| C | <-- | 1 | 1 | 0 | 1 | 0 | 0 | 0 | <-- | 0 | is a example of \_\_\_\_\_

1) : Shl  
2) : sar  
3) : Shr  
4) : Sal  
Correct Option : 1 From : Lecture 10

Question # 13

ADC has \_\_\_\_\_ operands.

1) : two  
2) : three  
3) : Five  
4) : Zero  
Correct Option : 2 From : Lecture 10

Question # 14

The basic purpose of a computer is to perform operations, and operations need \_\_\_\_\_.

1) : order

- 2) : nothing
- 3) : operands
- 4) : bit

Correct Option : 3 From : Lecture 2

Question # 15

Registers are like a scratch pad ram inside the processor and their operation is very much like normal\_\_\_\_\_.

- 1) : Number
- 2) : operations
- 3) : memory cells
- 4) : None of the Given

Correct Option : 3 From : Lecture 2

Question # 16

There is a central register in every processor called the \_\_\_\_\_ and The word size of a processor is defined by the width of its\_\_\_\_\_.

- 1) : accumulator,accumulator
- 2) : data bus,accumulator
- 3) : accumulator, Address Bus
- 4) : accumulator,memory

Correct Option : 1 From : Lecture 2

Question # 17

\_\_\_\_\_does not hold data but holds the address of data

- 1) : Pointer, Segment, or Base Register
- 2) : Pointer, Index, or Base Register
- 3) : General Registers
- 4) : Instruction Pointer

Correct Option : 2 From : Lecture 2

Question # 18

“The program counter holds the address of the next instruction to be \_\_\_\_\_”

- 1) : executed.
- 2) : called
- 3) : deleted
- 4) : copy

Correct Option : 1 From : Lecture 2

Question # 19

There are \_\_\_\_\_ types of “instruction groups”

- 1) : 4
- 2) : 5
- 3) : 3
- 4) : 2

Correct Option : 1 From : Lecture 2

Question # 20

These instructions are used to move data from one place to another.

- 1) : TRUE
- 2) : FALSE
- 3) :
- 4) :

Correct Option : 1 From : Lecture 2

Question # 21

“mov” instruction is related to the \_\_\_\_\_ \*\*\*\*\*.

- 1) : Arithmetic and Logic Instructions
- 2) : Data Movement Instructions
- 3) : Program Control Instructions
- 4) : Special Instructions

Correct Option : 2 From : Lecture 2

Question # 22

\_\_\_\_\_ allow changing specific processor behaviors and are used to play with it.

- 1) : Special Instructions
- 2) : Data Movement Instructions
- 3) : Program Control Instructions
- 4) : Arithmetic and Logic Instructions

Correct Option : 1 From : Lecture 2

Question # 23

8088 is a 16bit processor with its accumulator and all registers of \_\_\_\_\_.

- 1) : 32 bits
- 2) : 6 bits
- 3) : 16 bits
- 4) : 64 bits

Correct Option : 3 From : Lecture 2

Question # 24

The \_\_\_\_\_ of a processor means the organization and functionalities of the registers it contains and the instructions that are valid on the processor.

- 1) : Manufactures
- 2) : architecture
- 3) : Deal
- 4) : None of the Given

Correct Option : 2 From : Lecture 2

Question # 25

Intel IAPX88 Architecture is \_\_\_\_\_.

- 1) : More then 25 old
- 2) : New
- 3) : Not Good
- 4) : None of the Given

Correct Option : 1 From : Lecture 2

Question # 26

The iAPX88 architecture consists of \_\_\_\_\_ registers.

- 1) : 13
- 2) : 12
- 3) : 9
- 4) : 14

Correct Option : 4 From : Lecture 3

Question # 27

General Registers are \_\_\_\_\_.

- 1) : AX, BX, CX, and DX
- 2) : XA, BX, CX, and DX
- 3) : SS,SI and DI
- 4) : 3

Correct Option : 1 From : Lecture 3

Question # 28

AX means we are referring to the extended 16bit "A" register. Its upper and lower byte are separately accessible as \_\_\_\_\_.

- 1) : AH and AL
- 2) : A Lower and A Upper
- 3) : AL, AU
- 4) : AX

Correct Option : 1 From : Lecture 3

Question # 29

AX is General purpose Register where A stands for \_\_\_\_\_.

- 1) : Acadmic
- 2) : Ado
- 3) : Architecture
- 4) : Accumulator

Correct Option : 4 From : Lecture 3

Question # 30

The B of BX stands for \_\_\_\_\_ because of its role in memory addressing.

- 1) : Busy
- 2) : Base
- 3) : Better
- 4) : None of the Given

Correct Option : 2 From : Lecture 3

Question # 31

The D of DX stands for Destination as it acts as the destination in \_\_\_\_\_.

- 1) : I/O operations
- 2) : operations
- 3) : memory cells
- 4) : Memory I/O operations

Correct Option : 1 From : Lecture 3

Question # 32

The C of CX stands for Counter as there are certain instructions that work with an automatic count in the \_\_\_\_\_.

- 1) : DI register
- 2) : BX register
- 3) : CX register
- 4) : DX register

Correct Option : 3 From : Lecture 3

Question # 33

\_\_\_\_\_ are the index registers of the Intel architecture which hold address of data and used in memory access.

- 1) : SI and SS
- 2) : PI and DI
- 3) : SI and IP
- 4) : SI and DI

Correct Option : 4 From : Lecture 3

Question # 34

In Intel IAPX88 architecture \_\_\_\_\_ is the special register containing the address of the next instruction to be executed.

- 1) : AX
- 2) : PI

3) : IP

4) : SI

Correct Option : 3 From : Lecture 3

Question # 35

SP is a memory pointer and is used indirectly by a set of \_\_\_\_\_.

1) : instructions

2) : Pointers

3) : Indexes

4) : Variables

Correct Option : 1 From : Lecture 3

Question # 36

\_\_\_\_\_ is also a memory pointer containing the address in a special area of memory called the stack.

1) : SP

2) : BP

3) : PB

4) : AC

Correct Option : 2 From : Lecture 3

Question # 37

\_\_\_\_\_ is bit wise significant and accordingly each bit is named separately.

1) : AX

2) : FS

3) : IP

4) : Flags Register

Correct Option : 4 From : Lecture 3

Question # 38

When two 16bit numbers are added the answer can be 17 bits long, this extra bit that won't fit in the target register is placed in the \_\_\_\_\_ where it can be used and tested

1) : carry flag

2) : Parity Flag

3) : Auxiliary Carry

4) : Zero Flag

Correct Option : 1 From : Lecture 3

Question # 39

Program is an ordered set of instructions for the processor.

1) : TRUE

2) : FALSE

3) :

4) :

Correct Option : 1 From : Lecture 3

Question # 40

For Intel Architecture "operation destination, source" is way of writing things.

1) : TRUE

2) : FALSE

3) :

4) :

Correct Option : 1 From : Lecture 3

Question # 41

Operation code " add ax, bx " \_\_\_\_\_.

- 1) : Add the bx to ax and change the bx
  - 2) : Add the ax to bx and change the ax
  - 3) : Add the bx to ax and change the ax
  - 4) : Add the bx to ax and change nothing
- Correct Option : 3 From : Lecture 3

Question # 42

The maximum memory iAPX88 can access is\_\_\_\_\_.

- 1) : 1MB
- 2) : 2MB
- 3) : 3MB
- 4) : 128MB

Correct Option : 1 From : Lecture 4

Question # 43

The maximum memory iAPX88 can access is 1MB which can be accessed with\_\_\_\_\_.

- 1) : 18 bits
- 2) : 20 bits
- 3) : 16 bits
- 4) : 2 bits

Correct Option : 2 From : Lecture 4

Question # 44

\_\_\_\_\_address of 1DED0 where the opcode B80500 is placed.

- 1) : physical memory
- 2) : memory
- 3) : effective
- 4) : None of the Given

Correct Option : 1 From : Lecture 4

Question # 45

16 bit of Segment and Offset Addresses can be converted to 20bit Address i.e Segment Address with lower four bits zero + Offset Address with \_\_\_\_\_ four bits zero = 20bit Physical Address

- 1) : Middle
- 2) : lower
- 3) : Top
- 4) : upper

Correct Option : 4 From : Lecture 4

Question # 46

When adding two 20bit Addresses a carry if generated is dropped without being stored anywhere and the phenomenon is called address\_\_\_\_\_.

- 1) : wraparound
- 2) : mode
- 3) : ping
- 4) : error

Correct Option : 1 From : Lecture 4

Question # 47

segments can only be defined a 16byte boundaries called \_\_\_\_\_ boundaries.

- 1) : segment
- 2) : paragraph
- 3) : Cell
- 4) : RAM

Correct Option : 1 From : Lecture 4

Question # 48

in a Program CS, DS, SS, and ES all had the same value in them. This is called

- 1) : equal memory
- 2) : overlapping segments
- 3) : segments hiding
- 4) : overlapping SI

Correct Option : 2 From : Lecture 4

Question # 49

"db num1" size of the memory is \_\_\_\_\_

- 1) : 1byte
- 2) : 4bit
- 3) : 16bit
- 4) : 2byte

Correct Option : 1 From : Lecture 5

Question # 50

- 1-----[org 0x0100]
- 2-----mov ax, [num1] ; load first number in ax
- 3-----mov bx, [num2] ; load second number in bx
- 4-----add ax, bx \_\_\_\_\_
- 5-----int 0x21
- 6-----
- 7-----num1: dw 5
- 8-----num2: dw 10

Comments for the 4 are :

- 1) : No comments Will be
- 2) : ; accumulate sum in add
- 3) : ; accumulate sum in ax
- 4) : ; accumulate sum in Bx

Correct Option : 3 From : Lecture 5

Question # 51

In "mov ax, bx" is \_\_\_\_\_ Addressing Modes.

- 1) : Immediate
- 2) : Indirect
- 3) : Direct
- 4) : Register

Correct Option : 4 From : Lecture 5

Question # 52

In "mov ax, [bx]" is \_\_\_\_\_ Addressing Modes

- 1) : Based Register Indirect
- 2) : Indirect
- 3) : Base Indirect
- 4) : Immediate

Correct Option : 1 From : Lecture 5

Question # 53

In "mov ax, 5" is \_\_\_\_\_ Addressing Modes

- 1) : Immediate
- 2) : Indirect

- 3) : Indirect
- 4) : Register

Correct Option : 1 From : Lecture 6

Question # 54

In " mov ax, [num1+bx] " is \_\_\_\_\_ ADDRESSING

- 1) : OFFSET+ Indirect
- 2) : Register + Direct
- 3) : Indirect + Reference
- 4) : BASEd REGISTER + OFFSET

Correct Option : 4 From : Lecture 7

Question # 55

"base + offset addressing " gives This number which came as the result of addition is called the \_\_\_\_\_.

- 1) : Address
- 2) : mode
- 3) : effective address
- 4) : Physical Address

Correct Option : 3 From : Lecture 7

Question # 56

"mov ax, [cs:bx]" associates \_\_\_\_\_ for this one instruction

- 1) : CS with BX
- 2) : BX with CS
- 3) : BX with AX
- 4) : None of the Given

Correct Option : 2 From : Lecture 7

Question # 57

For example

BX=0100

DS=FFF0

And Opcode are;

move [bx+0x0100], Ax

now what is the effective memory address;

- 1) : 0020
- 2) : 0200
- 3) : 0300
- 4) : 0x02

Correct Option : 2 From : Lecture 7

Question # 58

For example

BX=0100

DS=FFF0

And Opcode are;

move [bx+0x0100], Ax

now what is the physical memory address;

- 1) : 0020
- 2) : 0x0100
- 3) : 0x10100
- 4) : 0x100100

Correct Option : 2 From : Lecture 7

Question # 59

In "mov [1234], al" is \_\_\_\_\_ Addressing Modes.

- 1) : Immediate
- 2) : Indirect
- 3) : Direct
- 4) : Register

Correct Option : 3 From : Lecture 8

Question # 60

In "mov [SI], AX" is \_\_\_\_\_ Addressing Modes.

- 1) : Base Register Indirect
- 2) : Indirect
- 3) : Indexed Register Indirect
- 4) : Immediate

Correct Option : 3 From : Lecture 8

Question # 61

In "mov ax, [bx - Si]" is \_\_\_\_\_ ADDRESSING

- 1) : Base Register Indirect
- 2) : Indirect
- 3) : Direct
- 4) : illegal

Correct Option : 4 From : Lecture 8

Question # 62

In "mov ax, [BL]" there is error i.e. \_\_\_\_\_

- 1) : Address must be 16bit
- 2) : Address must be 8bit
- 3) : Address must be 4bit
- 4) : 8 bit to 16 bit move illegal

Correct Option : 4 From : Lecture 8

Question # 63

In "mov ax, [SI+DI]" there is error i.e. \_\_\_\_\_

- 1) : Two indexes can't use as Memory Address
- 2) : index can't use as Memory Address
- 3) : I don't Know
- 4) : None of the Given

Correct Option : 1 From : Lecture 8

Question # 64

In JNE and JNZ there is difference for only \_\_\_\_\_;

- 1) : Programmer or Logic
- 2) : Assembler
- 3) : Debugger
- 4) : IAPX88

Correct Option : 1 From : Lecture 9

Question # 65

JMP is Instruction that on executing take jump regardless of the state of all flags is called \_\_\_\_\_

- 1) : Jump
- 2) : Conditional jump
- 3) : Unconditional jump
- 4) : Stay

Correct Option : 3 From : Lecture 9

Question # 66

When result of the source subtraction from the destination is zero, zero flag is set i.e. ZF=1  
its mean that;

- 1) : DEST = SRC
- 2) : DEST != SRC
- 3) : DEST < SRC
- 4) : DEST > SRC

Correct Option : 1 From : Lecture 9

Question # 67

When an unsigned source is subtracted from an unsigned destination and the destination is smaller, borrow is needed which sets the \_\_\_\_\_.

- 1) : carry flag i.e CF = 0
- 2) : carry flag i.e CF = 1
- 3) : Carry Flag + ZF=1
- 4) : None of the Given

Correct Option : 2 From : Lecture 9

Question # 68

In the case of unassigned source and destination when subtracting and in the result ZF =1 OR CR=1 then \_\_\_\_\_

- 1) : DEST = SRC
- 2) : DEST != SRC
- 3) : UDEST ? USRC
- 4) : DEST > SRC

Correct Option : 3 From : Lecture 9

Question # 69

In the case of unassigned source and destination when subtracting and in the result ZF =0 AND CR=0 then \_\_\_\_\_

- 1) : DEST = SRC
- 2) : DEST != SRC
- 3) : UDEST < USRC
- 4) : UDEST > USRC

Correct Option : 4 From : Lecture 9

Question # 70

In the case of unassigned source and destination when subtracting and in the result CR=0 then \_\_\_\_\_

- 1) : DEST = SRC
- 2) : DEST != SRC
- 3) : UDEST < USRC
- 4) : UDEST ? USRC

Correct Option : 4 From : Lecture 9

Question # 71

\_\_\_\_\_This jump is taken if the last arithmetic operation produced a zero in its destination. After a CMP it is taken if both operands were equal.

- 1) : Jump if zero(JZ)/Jump if equal(JE)
- 2) : Jump if equal(JE)
- 3) : Jump if zero(JZ)
- 4) : No Jump fot This

Correct Option : 1 From : Lecture 9

Question # 72

\_\_\_\_\_This jump is taken after a CMP if the unsigned source is smaller than or equal to the unsigned destination.

- 1) : JBE(Jump if not below or equal)
- 2) : JNA(Jump if not above)/JBE(Jump if not below or equal)
- 3) : JNA(Jump if not above)
- 4) : No Jump for This

Correct Option : 2 From : Lecture 9

Question # 1

Numbers of any size can be added using a proper combination of \_\_\_\_\_.

- 1) : ADD and ADC
- 2) : ABD and ADC
- 3) : ADC and ADC
- 4) : None of the Given

Correct Option : 1 From : Lecture 11

Question # 2

Like addition with carry there is an instruction to subtract with borrows called \_\_\_\_\_.

- 1) : SwB
- 2) : SBB
- 3) : SBC
- 4) : SBBC

Correct Option : 2 From : Lecture 11

Question # 3

if "and ax, bx" instruction is given, There are \_\_\_\_\_ operations as a result

- 1) : 16 AND
- 2) : 17 AND
- 3) : 32 AND
- 4) : 8 AND

Correct Option : 1 From : Lecture 12

Question # 4

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

- 1) : AND
- 2) : OR
- 3) : XOR
- 4) : NOT

Correct Option : 1 From : Lecture 12

Question # 5

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

- 1) : AND
- 2) : OR
- 3) : XOR
- 4) : NOT

Correct Option : 3 From : Lecture 12

Question # 6

Masking Operations are Selective Bit \_\_\_\_\_

- 1) : Clearing, XOR, Inversion and Testing
- 2) : Clearing, Setting, Inversion and Testing
- 3) : Clearing, XOR, AND and Testing
- 4) : None of the Given

Correct Option : 2 From : Lecture 12

Question # 7

The \_\_\_\_\_ instruction allows temporary diversion and therefore reusability of code.

- 1) : CALL

- 2) : RET
- 3) : AND
- 4) : XOR

Correct Option : 1 From : Lecture 13

Question # 8

CALL takes a label as \_\_\_\_\_ and execution starts from that label,

- 1) : argument
- 2) : Lable
- 3) : TXt
- 4) : Register

Correct Option : 1 From : Lecture 13

Question # 9

When the \_\_\_\_\_ instruction is encountered and it takes execution back to the instruction following the CALL.

- 1) : CALL
- 2) : RET
- 3) : AND
- 4) : XOR

Correct Option : 2 From : Lecture 13

Question # 10

\_\_\_\_\_ Both the instructions are commonly used as a pair, however technically they are independent in their operation.

- 1) : RET and ADC
- 2) : Cal and SSb
- 3) : CALL and RET
- 4) : ADC and SSB

Correct Option : 3 From : Lecture 13

Question # 11

The CALL mechanism breaks the thread of execution and does not change registers, except \_\_\_\_\_.

- 1) : SI
- 2) : IP
- 3) : DI
- 4) : SP

Correct Option : 2 From : Lecture 13

Question # 12

Stack is a \_\_\_\_\_ that behaves in a first in last out manner.

- 1) : Program
- 2) : data structure
- 3) : Heap
- 4) : None of the Given

Correct Option : 2 From : Lecture 14

Question # 13

If \_\_\_\_\_ is not available, stack clearing by the callee is a complicated process.

- 1) : CALL
- 2) : SBB
- 3) : RET n
- 4) : None of the Given

Correct Option : 3 From : Lecture 14

Question # 14

When the stack will eventually become full, SP will reach 0, and thereafter wraparound producing unexpected results. This is called stack \_\_\_\_\_

- 1) : Overflow
- 2) : Leakage
- 3) : Error
- 4) : Pointer

Correct Option : 1 From : Lecture 14

Question # 15

The pop operation makes a copy from the top of the stack into its \_\_\_\_\_.

- 1) : Register
- 2) : operand
- 3) : RET n
- 4) : Pointer

Correct Option : 2 From : Lecture 14

Question # 16

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

- 1) : PUSH
- 2) : POP
- 3) : CALL
- 4) : RET

Correct Option : 1 From : Lecture 14

Question # 17

POP transfers the word at the current top of stack (pointed to by SP) to the destination operand and then \_\_\_\_\_ SP by two to point to the new top of stack.

- 1) : increments
- 2) : decrements
- 3) : ++
- 4) : --

Correct Option : 1 From : Lecture 14

Question # 18

The trick is to use the \_\_\_\_\_ and \_\_\_\_\_ operations and save the callers' value on the stack and recover it from there on return.

- 1) : POP, ADC
- 2) : CALL, RET
- 3) : CALL, RET n
- 4) : PUSH, POP

Correct Option : 4 From : Lecture 14

Question # 19

To access the arguments from the stack, the immediate idea that strikes is to \_\_\_\_\_ them off the stack.

- 1) : PUSH
- 2) : POP
- 3) : CALL
- 4) : Register

Correct Option : 2 From : Lecture 15

Question # 20

push bp  
we are \_\_\_\_\_

- 1) : sending bp copy to stack
  - 2) : making bp copy from stack
  - 3) : pushing bp on the stack
  - 4) : doing nothing
- Correct Option : 3 From : Lecture 15

Question # 21

Local Variables means variables that are used within the \_\_\_\_\_

- 1) : Subroutine
- 2) : Program
- 3) : CALL
- 4) : Label

Correct Option : 1 From : Lecture 15

Question # 22

Standard ASCII has 128 characters with assigned numbers from \_\_\_\_\_.

- 1) : 1 to 129
- 2) : 0 to 127
- 3) : 0 to 128
- 4) : None of the Given

Correct Option : 2 From : Lecture 16

Question # 23

When \_\_\_\_\_ is sent to the VGA card, it will turn pixels on and off in such a way that a visual representation of 'A' appears on the screen.

- 1) : 0x60
- 2) : 0x90
- 3) : 0x30
- 4) : 0x40

Correct Option : 4 From : Lecture 16

Question # 24

Which bit is refer to the Blinking of foreground character

- 1) : 6
- 2) : 7
- 3) : 5
- 4) : 3

Correct Option : 2 From : Lecture 16

Question # 25

Which bit is refer to the Intensity component of foreground color

- 1) : 4
- 2) : 5
- 3) : 3
- 4) : 7

Correct Option : 3 From : Lecture 16

Question # 26

Which bit is refer to the Green component of background color

- 1) : 1
- 2) : 5
- 3) : 3
- 4) : 7

Correct Option : 2 From : Lecture 16

Question # 27

Which bit is refer to the Green component of foreground color

- 1) : 1
- 2) : 5
- 3) : 3
- 4) : 7

Correct Option : 1 From : Lecture 16

Question # 28

String can be indicate bye given

- 1) : db 0x61, 0x61, 0x63
- 2) : db 'a', 'b', 'c'
- 3) : db 'abc'
- 4) : All of the above

Correct Option : 4 From : Lecture 16

Question # 29

The first form divides a 32bit number in DX:AX by its 16bit operand and stores the \_\_\_\_\_ quotient in AX

- 1) : 16bit
- 2) : 17bit
- 3) : 32bit
- 4) : 64bit

Correct Option : 1 From : Lecture 17

Question # 30

The \_\_\_\_\_ (division) used in the process is integer division and not floating point division.

- 1) : DIV instruction
- 2) : ADC instruction
- 3) : SSB instruction
- 4) : DIVI instruction

Correct Option : 1 From : Lecture 17

Question # 31

\_\_\_\_\_ (multiply) performs an unsigned multiplication of the source operand and the accumulator.

- 1) : Multi
- 2) : DIV
- 3) : MUL
- 4) : Move

Correct Option : 3 From : Lecture 18

Question # 32

The desired location on the screen can be calculated with the following formulae.

- 1) : location = ( hypos \* 80 + SP ) \* 3
- 2) : location = ( hypos \* 80 + slocation ) \* 2
- 3) : location = ( hypos \* 80 + epos ) \* 2
- 4) : None of the Given

Correct Option : 3 From : Lecture 18

Question # 33

To play with string there are 5 instructions that are \_\_\_\_\_

- 1) : STOS, LODS, CMPS, SCAS, and MOVS
- 2) : MUL, DIV, ADD, ADC and MOVE
- 3) : SSB, ADD, CMPS, ADC, and MOVS
- 4) : None of the Given

Correct Option : 1 From : Lecture 18

Question # 34

\_\_\_\_\_ transfers a byte or word from register AL or AX to the string element addressed by ES:DI and updates DI to point to the next location.

- 1) : LODS
- 2) : STOS
- 3) : SCAS
- 4) : MOVE

Correct Option : 2 From : Lecture 18

Question # 35

\_\_\_\_\_ transfers a byte or word from the source location DS:SI to AL or AX and updates SI to point to the next location.

- 1) : LODS
- 2) : STOS
- 3) : SCAS
- 4) : MOVE

Correct Option : 1 From : Lecture 18

Question # 36

\_\_\_\_\_ compares a source byte or word in register AL or AX with the destination string element addressed by ES: DI and updates the flags.

- 1) : LODS
- 2) : STOS
- 3) : SCAS
- 4) : MOVE

Correct Option : 3 From : Lecture 18

Question # 37

\_\_\_\_\_ repeat the following string instruction while the zero flag is set and REPNE or REPNZ repeat the following instruction while the zero flag is not set.

- 1) : REP or REPZ
- 2) : REPE or REPZ
- 3) : REPE or RPZ
- 4) : RPE or REPZ

Correct Option : 2 From : Lecture 18

Question # 38

LES loads \_\_\_\_\_

- 1) : ES
- 2) : DS
- 3) : PS
- 4) : LS

Correct Option : 1 From : Lecture 20

Question # 39

LDS loads \_\_\_\_\_.

- 1) : ES
- 2) : DS
- 3) : PS
- 4) : LS

Correct Option : 2 From : Lecture 20

Question # 40

REP allows the instruction to be repeated \_\_\_\_\_ times allowing blocks of memory to be copied.

- 1) : DX
- 2) : CX
- 3) : BX
- 4) : AX

Correct Option : 2 From : Lecture 20

Question # 41

\_\_\_\_\_ pops IP, then CS, and then FLAGS.

- 1) : Ret n
- 2) : REZA
- 3) : REPE
- 4) : IRET

Correct Option : 4 From : Lecture 21

Question # 42

\_\_\_\_\_, Trap, Single step Interrupt

- 1) : INT 0
- 2) : INT 1
- 3) : INT 3
- 4) : INT 0

Correct Option : 2 From : Lecture 21

Question # 43

\_\_\_\_\_, NMI-Non Maskable Interrupt

- 1) : INT 0
- 2) : INT 1
- 3) : INT 3
- 4) : INT 0

Correct Option : 3 From : Lecture 21

Question # 44

To hook an interrupt we change the \_\_\_\_\_ corresponding to that interrupt.

- 1) : SX
- 2) : vector
- 3) : AX
- 4) : BX

Correct Option : 2 From : Lecture 22

Question # 1

\_\_\_\_\_ pops IP, then CS, and then FLAGS.

- 1) : Ret n
- 2) : REZA
- 3) : REPE
- 4) : IRET

Correct Option : 4 From : Lecture 21

Question # 2

\_\_\_\_\_, Trap, Single step Interrupt

- 1) : INT 0
- 2) : INT 1
- 3) : INT 3
- 4) : INT 0

Correct Option : 2 From : Lecture 21

Question # 3

\_\_\_\_\_, NMI-Non Maskable Interrupt

- 1) : INT 0

- 2) : INT 1
- 3) : INT 3
- 4) : INT 0

Correct Option : 3 From : Lecture 21

**Question # 4**

To hook an interrupt we change the \_\_\_\_\_ corresponding to that interrupt.

- 1) : SX
- 2) : vector
- 3) : AX
- 4) : BX

---

**Question # 1**

There are three busses to communicate the processor and memory named as \_\_\_\_\_

- 1) : address bus.,data bus and data bus.
- 2) : addressing bus.,data bus and data bus.
- 3) : address bus.,datamove bus and data bus.
- 4) : address bus.,data bus and control bus..

Correct Option : 4 From : Lecture 1

**Question # 2**

The address bus is unidirectional and address always travels from processor to memory.

- 1) : TRUE
- 2) : FALSE
- 3) :
- 4) :

Correct Option : 1 From : Lecture 1

**Question # 3**

Data bus is bidirectional because \_\_\_\_\_

- 1) : To way
- 2) : Data moves from both, processor to memory and memory to processor,

- 3) : Data moves from both, processor to memory and memory to data Bus,  
4) : None of the Given  
Correct Option : 3 From : Lecture 1

Question # 4

Control bus \_\_\_\_\_

- 1) : is Not Important.  
2) : is Important .  
3) : bidirectional.  
4) : unidirectional .

Correct Option : 3 From : Lecture 1

Question # 5

A memory cell is an n-bit location to store data, normally \_\_\_\_\_ also called a byte

- 1) : 4-bit  
2) : 8-bit  
3) : 6-bit  
4) : 80-bit

Correct Option : 2 From : Lecture 1

Question # 6

The number of bits in a cell is called the cell width. \_\_\_\_\_  
define the memory completely.

- 1) : Cell width and number of cells,  
2) : cell number and width of the cells,  
3) : width  
4) : Height

Correct Option : 1 From : Lecture 1

Question # 7

for memory we define two dimensions. The first dimension defines how many \_\_\_\_\_ bits are there in a single memory cell.

- 1) : parallel  
2) : Vertical  
3) : long  
4) : short

Correct Option : 1 From : Lecture 1

Question # 8

\_\_\_\_\_ operation requires the same size of data bus and memory cell width.

- 1) : Normal  
2) : Best and simplest  
3) : first  
4) : None of the Given

Correct Option : 2 From : Lecture 1

Question # 9

Control bus is only the mechanism. The responsibility of sending the appropriate signals on the control bus to the memory is of the \_\_\_\_\_.

- 1) : Data Bus  
2) : processor  
3) : Address Bus  
4) : None of the Given

Correct Option : 2 From : Lecture 1

Question # 10

In "total: dw 0" Opcode total is a \_\_\_\_\_

- 1) : Literal
- 2) : Variable
- 3) : Label
- 4) : Starting point

Correct Option : 3 From : Lecture 10

Question # 11

| 0 | --> | 1 | 1 | 0 | 1 | 0 | 0 | 0 | --> | C | is a example of \_\_\_\_\_

- 1) : Shl
- 2) : sar
- 3) : Shr
- 4) : Sal

Correct Option : 3 From : Lecture 10

Question # 12

| C | <-- | 1 | 1 | 0 | 1 | 0 | 0 | 0 | <-- | 0 | is a example of \_\_\_\_\_

- 1) : Shl
- 2) : sar
- 3) : Shr
- 4) : Sal

Correct Option : 1 From : Lecture 10

Question # 13

ADC has \_\_\_\_\_ operands.

- 1) : two
- 2) : three
- 3) : Five
- 4) : Zero

Correct Option : 2 From : Lecture 10

Question # 14

The basic purpose of a computer is to perform operations, and operations need \_\_\_\_\_.

- 1) : order
- 2) : nothing
- 3) : operands
- 4) : bit

Correct Option : 3 From : Lecture 2

Question # 15

Registers are like a scratch pad ram inside the processor and their operation is very much like normal \_\_\_\_\_.

- 1) : Number
- 2) : ooperations
- 3) : memory cells
- 4) : None of the Given

Correct Option : 3 From : Lecture 2

Question # 16

There is a central register in every processor called the \_\_\_\_\_ and The word size of a processor is defined by the width of its \_\_\_\_\_.

- 1) : accumulator, accumulator
- 2) : data bus, accumulator
- 3) : accumulator, Address Bus
- 4) : accumulator, memory

Correct Option : 1 From : Lecture 2

Question # 17

\_\_\_\_\_ does not hold data but holds the address of data

- 1) : Pointer, Segment, or Base Register
- 2) : Pointer, Index, or Base Register
- 3) : General Registers
- 4) : Instruction Pointer

Correct Option : 2 From : Lecture 2

Question # 18

“The program counter holds the address of the next instruction to be \_\_\_\_\_”

- 1) : executed.
- 2) : called
- 3) : deleted
- 4) : copy

Correct Option : 1 From : Lecture 2

Question # 19

There are \_\_\_\_\_ types of “instruction groups”

- 1) : 4
- 2) : 5
- 3) : 3
- 4) : 2

Correct Option : 1 From : Lecture 2

Question # 20

These instructions are used to move data from one place to another.

- 1) : TRUE
- 2) : FALSE
- 3) :
- 4) :

Correct Option : 1 From : Lecture 2

Question # 21

“mov” instruction is related to the \_\_\_\_\_ Group.

- 1) : Arithmetic and Logic Instructions
- 2) : Data Movement Instructions
- 3) : Program Control Instructions
- 4) : Special Instructions

Correct Option : 2 From : Lecture 2

Question # 22

\_\_\_\_\_ allow changing specific processor behaviors and are used to play with it.

- 1) : Special Instructions
- 2) : Data Movement Instructions
- 3) : Program Control Instructions
- 4) : Arithmetic and Logic Instructions

Correct Option : 1 From : Lecture 2

Question # 23

8088 is a 16bit processor with its accumulator and all registers of \_\_\_\_\_.

- 1) : 32 bits
- 2) : 6 bits
- 3) : 16 bits
- 4) : 64 bits

Correct Option : 3 From : Lecture 2

Question # 24

The \_\_\_\_\_ of a processor means the organization and functionalities of the registers it contains and the instructions that are valid on the processor.

- 1) : Manufactures
- 2) : architecture
- 3) : Deal
- 4) : None of the Given

Correct Option : 2 From : Lecture 2

Question # 25

Intel IAPX88 Architecture is \_\_\_\_\_

- 1) : More then 25 old
- 2) : New
- 3) : Not Good
- 4) : None of the Given

Correct Option : 1 From : Lecture 2

Question # 26

The iAPX88 architecture consists of \_\_\_\_\_ registers.

- 1) : 13
- 2) : 12
- 3) : 9
- 4) : 14

Correct Option : 4 From : Lecture 3

Question # 27

General Registers are \_\_\_\_\_

- 1) : AX, BX, CX, and DX
- 2) : XA, BX, CX, and DX
- 3) : SS,SI and DI
- 4) : 3

Correct Option : 1 From : Lecture 3

Question # 28

AX means we are referring to the extended 16bit "A" register. Its upper and lower byte are separately accessible as \_\_\_\_\_.

- 1) : AH and AL
- 2) : A Lower and A Upper
- 3) : AL, AU
- 4) : AX

Correct Option : 1 From : Lecture 3

Question # 29

AX is General purpose Register where A stands for \_\_\_\_\_.

- 1) : Acadmic
- 2) : Ado
- 3) : Architecture
- 4) : Accumulator

Correct Option : 4 From : Lecture 3

Question # 30

The B of BX stands for \_\_\_\_\_ because of its role in memory addressing.

- 1) : Busy
- 2) : Base
- 3) : Better
- 4) : None of the Given

Correct Option : 2 From : Lecture 3

Question # 31

The D of DX stands for Destination as it acts as the destination in \_\_\_\_\_.

- 1) : I/O operations
- 2) : operations
- 3) : memory cells
- 4) : Memory I/O operations

Correct Option : 1 From : Lecture 3

Question # 32

The C of CX stands for Counter as there are certain instructions that work with an automatic count in the \_\_\_\_\_.

- 1) : DI register
- 2) : BX register
- 3) : CX register
- 4) : DX register

Correct Option : 3 From : Lecture 3

Question # 33

\_\_\_\_\_ are the index registers of the Intel architecture which hold address of data and used in memory access.

- 1) : SI and SS
- 2) : PI and DI
- 3) : SI and IP
- 4) : SI and DI

Correct Option : 4 From : Lecture 3

Question # 34

In Intel IAPX88 architecture \_\_\_\_\_ is the special register containing the address of the next instruction to be executed.

- 1) : AX
- 2) : PI
- 3) : IP
- 4) : SI

Correct Option : 3 From : Lecture 3

Question # 35

SP is a memory pointer and is used indirectly by a set of \_\_\_\_\_.

- 1) : instructions
- 2) : Pointers
- 3) : Indexes
- 4) : Variables

Correct Option : 1 From : Lecture 3

Question # 36

\_\_\_\_\_ is also a memory pointer containing the address in a special area of memory called the stack.

- 1) : SP
- 2) : BP
- 3) : PB
- 4) : AC

Correct Option : 2 From : Lecture 3

Question # 37

\_\_\_\_\_ is bit wise significant and accordingly each bit is named

separately.

- 1) : AX
- 2) : FS
- 3) : IP
- 4) : Flags Register

Correct Option : 4 From : Lecture 3

Question # 38

When two 16bit numbers are added the answer can be 17 bits long, this extra bit that won't fit in the target register is placed in the \_\_\_\_\_ where it can be used and tested

- 1) : carry flag
- 2) : Parity Flag
- 3) : Auxiliary Carry
- 4) : Zero Flag

Correct Option : 1 From : Lecture 3

Question # 39

Program is an ordered set of instructions for the processor.

- 1) : TRUE
- 2) : FALSE
- 3) :
- 4) :

Correct Option : 1 From : Lecture 3

Question # 40

For Intel Architecture "operation destination, source" is way of writing things.

- 1) : TRUE
- 2) : FALSE
- 3) :
- 4) :

Correct Option : 1 From : Lecture 3

Question # 41

Operation code " add ax, bx " \_\_\_\_\_.

- 1) : Add the bx to ax and change the bx
- 2) : Add the ax to bx and change the ax
- 3) : Add the bx to ax and change the ax
- 4) : Add the bx to ax and change nothing

Correct Option : 3 From : Lecture 3

Question # 42

The maximum memory iAPX88 can access is \_\_\_\_\_.

- 1) : 1MB
- 2) : 2MB
- 3) : 3MB
- 4) : 128MB

Correct Option : 1 From : Lecture 4

Question # 43

The maximum memory iAPX88 can access is 1MB which can be accessed with \_\_\_\_\_.

- 1) : 18 bits
- 2) : 20 bits
- 3) : 16 bits
- 4) : 2 bits

Correct Option : 2 From : Lecture 4

Question # 44

\_\_\_\_\_ address of 1DED0 where the opcode B80500 is placed.

- 1) : physical memory
- 2) : memory
- 3) : effective
- 4) : None of the Given

Correct Option : 1 From : Lecture 4

Question # 45

16 bit of Segment and Offset Addresses can be converted to 20bit Address i.e Segment Address with lower four bits zero + Offset Address with \_\_\_\_\_ four bits zero = 20bit Physical Address

- 1) : Middle
- 2) : lower
- 3) : Top
- 4) : upper

Correct Option : 4 From : Lecture 4

Question # 46

When adding two 20bit Addresses a carry if generated is dropped without being stored anywhere and the phenomenon is called address\_\_\_\_\_.

- 1) : wraparound
- 2) : mode
- 3) : ping
- 4) : error

Correct Option : 1 From : Lecture 4

Question # 47

segments can only be defined a 16byte boundaries called \_\_\_\_\_ boundaries.

- 1) : segment
- 2) : paragraph
- 3) : Cell
- 4) : RAM

Correct Option : 1 From : Lecture 4

Question # 48

in a Program CS, DS, SS, and ES all had the same value in them. This is called \_\_\_\_\_.

- 1) : equal memory
- 2) : overlapping segments
- 3) : segments hiding
- 4) : overlapping SI

Correct Option : 2 From : Lecture 4

Question # 49

"db num1" size of the memory is \_\_\_\_\_

- 1) : 1byte
- 2) : 4bit
- 3) : 16bit
- 4) : 2byte

Correct Option : 1 From : Lecture 5

Question # 50

1-----[org 0x0100]

2-----mov ax, [num1] ; load first number in ax

3-----mov bx, [num2] ; load second number in bx

4-----add ax, bx \_\_\_\_\_  
5-----int 0x21  
6-----  
7-----num1: dw 5  
8-----num2: dw 10

Comments for the 4 are :

- 1) : No comments Will be
- 2) : ; accumulate sum in add
- 3) : ; accumulate sum in ax
- 4) : ; accumulate sum in Bx

Correct Option : 3 From : Lecture 5

Question # 51

In " mov ax, bx " is \_\_\_\_\_ Addressing Modes.

- 1) : Immediate
- 2) : Indirect
- 3) : Direct
- 4) : Register

Correct Option : 4 From : Lecture 5

Question # 52

In "mov ax, [bx] " is \_\_\_\_\_ Addressing Modes

- 1) : Based Register Indirect
- 2) : Indirect
- 3) : Base Indirect
- 4) : Immediate

Correct Option : 1 From : Lecture 5

Question # 53

In "mov ax, 5 " is \_\_\_\_\_ Addressing Modes

- 1) : Immediate
- 2) : Indirect
- 3) : Indirect
- 4) : Register

Correct Option : 1 From : Lecture 6

Question # 54

In " mov ax, [num1+bx] " is \_\_\_\_\_ ADDRESSING

- 1) : OFFSET+ Indirect
- 2) : Register + Direct
- 3) : Indirect + Reference
- 4) : BASEd REGISTER + OFFSET

Correct Option : 4 From : Lecture 7

Question # 55

"base + offset addressing " gives This number which came as the result of addition is called the \_\_\_\_\_.

- 1) : Address
- 2) : mode
- 3) : effective address
- 4) : Physical Address

Correct Option : 3 From : Lecture 7

Question # 56

"mov ax, [cs:bx]" associates \_\_\_\_\_ for this one instruction

- 1) : CS with BX
- 2) : BX with CS
- 3) : BX with AX
- 4) : None of the Given

Correct Option : 2 From : Lecture 7

Question # 57

For example

BX=0100

DS=FFF0

And Opcode are;

move [bx+0x0100], Ax

now what is the effective memory address;

- 1) : 0020
- 2) : 0200
- 3) : 0300
- 4) : 0x02

Correct Option : 2 From : Lecture 7

Question # 58

For example

BX=0100

DS=FFF0

And Opcode are;

move [bx+0x0100], Ax

now what is the physical memory address;

- 1) : 0020
- 2) : 0x0100
- 3) : 0x10100
- 4) : 0x100100

Correct Option : 2 From : Lecture 7

Question # 59

In " mov [1234], al " is \_\_\_\_\_ Addressing Modes.

- 1) : Immediate
- 2) : Indirect
- 3) : Direct
- 4) : Register

Correct Option : 3 From : Lecture 8

Question # 60

In " mov [SI], AX " is \_\_\_\_\_ Addressing Modes.

- 1) : Base Register Indirect
- 2) : Indirect
- 3) : Indexed Register Indirect
- 4) : Immediate

Correct Option : 3 From : Lecture 8

Question # 61

In " mov ax, [bx - Si] " is \_\_\_\_\_ ADDRESSING

- 1) : Base Register Indirect
- 2) : Indirect
- 3) : Direct
- 4) : illegal

Correct Option : 4 From : Lecture 8

Question # 62

In " mov ax, [BL] " there is error i.e. \_\_\_\_\_

- 1) : Address must be 16bit
- 2) : Address must be 8bit
- 3) : Address must be 4bit
- 4) : 8 bit to 16 bit move illegal

Correct Option : 4 From : Lecture 8

Question # 63

In " mov ax, [SI+DI] " there is error i.e. \_\_\_\_\_

- 1) : Two indexes can't use as Memory Address
- 2) : index can't use as Memory Address
- 3) : I don't Know
- 4) : None of the Given

Correct Option : 1 From : Lecture 8

Question # 64

In JNE and JNZ there is difference for only \_\_\_\_\_;

- 1) : Programmer or Logic
- 2) : Assembler
- 3) : Debugger
- 4) : IAPX88

Correct Option : 1 From : Lecture 9

Question # 65

JMP is Instruction that on executing take jump regardless of the state of all flags is called \_\_\_\_\_

- 1) : Jump
- 2) : Conditional jump
- 3) : Unconditional jump
- 4) : Stay

Correct Option : 3 From : Lecture 9

Question # 66

When result of the source subtraction from the destination is zero, zero flag is set i.e. ZF=1 its mean that;

- 1) : DEST = SRC
- 2) : DEST != SRC
- 3) : DEST < SRC
- 4) : DEST > SRC

Correct Option : 1 From : Lecture 9

Question # 67

When an unsigned source is subtracted from an unsigned destination and the destination is smaller, borrow is needed which sets the \_\_\_\_\_.

- 1) : carry flag i.e CF = 0
- 2) : carry flag i.e CF = 1
- 3) : Carry Flag + ZF=1
- 4) : None of the Given

Correct Option : 2 From : Lecture 9

Question # 68

In the case of unassigned source and destination when subtracting and in the result ZF =1 OR CR=1 then \_\_\_\_\_

- 1) : DEST = SRC
- 2) : DEST != SRC
- 3) : UDEST ? USRC

4) : DEST > SRC

Correct Option : 3 From : Lecture 9

Question # 69

In the case of unassigned source and destination when subtracting and in the result ZF =0 AND CR=0 then \_\_\_\_\_

- 1) : DEST = SRC
- 2) : DEST != SRC
- 3) : UDEST < USRC
- 4) : UDEST > USRC

Correct Option : 4 From : Lecture 9

Question # 70

In the case of unassigned source and destination when subtracting and in the result CR=0 then \_\_\_\_\_

- 1) : DEST = SRC
- 2) : DEST != SRC
- 3) : UDEST < USRC
- 4) : UDEST ? USRC

Correct Option : 4 From : Lecture 9

Question # 71

\_\_\_\_\_ This jump is taken if the last arithmetic operation produced a zero in its destination. After a CMP it is taken if both operands were equal.

- 1) : Jump if zero(JZ)/Jump if equal(JE)
- 2) : Jump if equal(JE)
- 3) : Jump if zero(JZ)
- 4) : No Jump for This

Correct Option : 1 From : Lecture 9

Question # 72

\_\_\_\_\_ This jump is taken after a CMP if the unsigned source is smaller than or equal to the unsigned destination.

- 1) : JBE(Jump if not below or equal)
- 2) : JNA(Jump if not above)/JBE(Jump if not below or equal)
- 3) : JNA(Jump if not above)
- 4) : No Jump for This

Correct Option : 2 From : Lecture 9

Question # 73

Numbers of any size can be added using a proper combination of \_\_\_\_\_.

- 1) : ADD and ADC
- 2) : ABD and ADC
- 3) : ADC and ADC
- 4) : None of the Given

Correct Option : 1 From : Lecture 11

Question # 74

Like addition with carry there is an instruction to subtract with borrows called \_\_\_\_\_.

- 1) : SwB
- 2) : SBB
- 3) : SBC
- 4) : SBBC

Correct Option : 2 From : Lecture 11

Question # 75

if "and ax, bx" instruction is given, There are \_\_\_\_\_ operations as a result

- 1) : 16 AND
- 2) : 17 AND
- 3) : 32 AND
- 4) : 8 AND

Correct Option : 1 From : Lecture 12

Question # 76

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

- 1) : AND
- 2) : OR
- 3) : XOR
- 4) : NOT

Correct Option : 1 From : Lecture 12

Question # 77

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

- 1) : AND
- 2) : OR
- 3) : XOR
- 4) : NOT

Correct Option : 3 From : Lecture 12

Question # 78

Masking Operations are Selective Bit \_\_\_\_\_

- 1) : Clearing, XOR, Inversion and Testing
- 2) : Clearing, Setting, Inversion and Testing
- 3) : Clearing, XOR, AND and Testing
- 4) : None of the Given

Correct Option : 2 From : Lecture 12

Question # 79

The \_\_\_\_\_ instruction allows temporary diversion and therefore reusability of code.

- 1) : CALL
- 2) : RET
- 3) : AND
- 4) : XOR

Correct Option : 1 From : Lecture 13

Question # 80

CALL takes a label as \_\_\_\_\_ and execution starts from that label,

- 1) : argument
- 2) : Lable
- 3) : TXt
- 4) : Register

Correct Option : 1 From : Lecture 13

Question # 81

When the \_\_\_\_\_ instruction is encountered and it takes execution back to the instruction following the CALL.

- 1) : CALL
- 2) : RET
- 3) : AND
- 4) : XOR

Correct Option : 2 From : Lecture 13

Question # 82

\_\_\_\_\_ Both the instructions are commonly used as a pair, however technically they are independent in their operation.

- 1) : RET and ADC
- 2) : Cal and SSb
- 3) : CALL and RET
- 4) : ADC and SSB

Correct Option : 3 From : Lecture 13

Question # 83

The CALL mechanism breaks the thread of execution and does not change registers, except \_\_\_\_\_.

- 1) : SI
- 2) : IP
- 3) : DI
- 4) : SP

Correct Option : 2 From : Lecture 13

Question # 84

Stack is a \_\_\_\_\_ that behaves in a first in last out manner.

- 1) : Program
- 2) : data structure
- 3) : Heap
- 4) : None of the Given

Correct Option : 2 From : Lecture 14

Question # 85

If \_\_\_\_\_ is not available, stack clearing by the callee is a complicated process.

- 1) : CALL
- 2) : SBB
- 3) : RET n
- 4) : None of the Given

Correct Option : 3 From : Lecture 14

Question # 86

When the stack will eventually become full, SP will reach 0, and thereafter wraparound producing unexpected results. This is called stack \_\_\_\_\_

- 1) : Overflow
- 2) : Leakage
- 3) : Error
- 4) : Pointer

Correct Option : 1 From : Lecture 14

Question # 87

The pop operation makes a copy from the top of the stack into its \_\_\_\_\_.

- 1) : Register
- 2) : operand
- 3) : RET n
- 4) : Pointer

Correct Option : 2 From : Lecture 14

Question # 88

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

- 1) : PUSH
- 2) : POP
- 3) : CALL
- 4) : RET

Correct Option : 1 From : Lecture 14

Question # 89

POP transfers the word at the current top of stack (pointed to by SP) to the destination operand and then \_\_\_\_\_ SP by two to point to the new top of stack.

- 1) : increments
- 2) : decrements
- 3) : ++
- 4) : --

Correct Option : 1 From : Lecture 14

Question # 90

The trick is to use the \_\_\_\_\_ and \_\_\_\_\_ operations and save the callers' value on the stack and recover it from there on return.

- 1) : POP, ADC
- 2) : CALL, RET
- 3) : CALL, RET n
- 4) : PUSH, POP

Correct Option : 4 From : Lecture 14

Question # 91

To access the arguments from the stack, the immediate idea that strikes is to \_\_\_\_\_ them off the stack.

- 1) : PUSH
- 2) : POP
- 3) : CALL
- 4) : Rregister

Correct Option : 2 From : Lecture 15

Question # 92

push bp

we are \_\_\_\_\_

- 1) : sending bp copy to stack
- 2) : making bp copy from stack
- 3) : pushing bp on the stack
- 4) : doing nothing

Correct Option : 3 From : Lecture 15

Question # 93

Local Variables means variables that are used within the \_\_\_\_\_

- 1) : Subroutine
- 2) : Program
- 3) : CALL
- 4) : Label

Correct Option : 1 From : Lecture 15

Question # 94

Standard ASCII has 128 characters with assigned numbers from \_\_\_\_\_.

- 1) : 1 to 129
- 2) : 0 to 127
- 3) : 0 to 128
- 4) : None of the Given

Correct Option : 2 From : Lecture 16

Question # 95

When \_\_\_\_\_ is sent to the VGA card, it will turn pixels on and off in such a way that a visual representation of 'A' appears on the screen.

- 1) : 0x60
- 2) : 0x90
- 3) : 0x30
- 4) : 0x40

Correct Option : 4 From : Lecture 16

Question # 96

Which bit is refer to the Blinking of foreground character

- 1) : 6
- 2) : 7
- 3) : 5
- 4) : 3

Correct Option : 2 From : Lecture 16

Question # 97

Which bit is refer to the Intensity component of foreground color

- 1) : 4
- 2) : 5
- 3) : 3
- 4) : 7

Correct Option : 3 From : Lecture 16

Question # 98

Which bit is refer to the Green component of background color

- 1) : 1
- 2) : 5
- 3) : 3
- 4) : 7

Correct Option : 2 From : Lecture 16

Question # 99

Which bit is refer to the Green component of foreground color

- 1) : 1
- 2) : 5
- 3) : 3
- 4) : 7

Correct Option : 1 From : Lecture 16

Question # 100

String can be indicate bye given

- 1) : db 0x61, 0x61, 0x63
- 2) : db 'a', 'b', 'c'
- 3) : db 'abc'
- 4) : All of the above

Correct Option : 4 From : Lecture 16

Question # 101

The first form divides a 32bit number in DX:AX by its 16bit operand and stores the \_\_\_\_\_ quotient in AX

- 1) : 16bit
- 2) : 17bit
- 3) : 32bit

4) : 64bit  
Correct Option : 1 From : Lecture 17

Question # 102

The \_\_\_\_\_ (division) used in the process is integer division and not floating point division.

- 1) : DIV instruction
- 2) : ADC instruction
- 3) : SSB instruction
- 4) : DIVI instruction

Correct Option : 1 From : Lecture 17

Question # 103

\_\_\_\_\_ (multiply) performs an unsigned multiplication of the source operand and the accumulator.

- 1) : Multi
- 2) : DIV
- 3) : MUL
- 4) : Move

Correct Option : 3 From : Lecture 18

Question # 104

The desired location on the screen can be calculated with the following formulae.

- 1) :  $\text{location} = (\text{hypos} * 80 + \text{SP}) * 3$
- 2) :  $\text{location} = (\text{hypos} * 80 + \text{slocation}) * 2$
- 3) :  $\text{location} = (\text{hypos} * 80 + \text{epos}) * 2$
- 4) : None of the Given

Correct Option : 3 From : Lecture 18

Question # 105

To play with string there are 5 instructions that are \_\_\_\_\_

- 1) : STOS, LODS, CMPS, SCAS, and MOVS
- 2) : MUL, DIV, ADD, ADC and MOVE
- 3) : SSB, ADD, CMPS, ADC, and MOVS
- 4) : None of the Given

Correct Option : 1 From : Lecture 18

Question # 106

\_\_\_\_\_ transfers a byte or word from register AL or AX to the string element addressed by ES:DI and updates DI to point to the next location.

- 1) : LODS
- 2) : STOS
- 3) : SCAS
- 4) : MOVE

Correct Option : 2 From : Lecture 18

Question # 107

\_\_\_\_\_ transfers a byte or word from the source location DS:SI to AL or AX and updates SI to point to the next location.

- 1) : LODS
- 2) : STOS
- 3) : SCAS
- 4) : MOVE

Correct Option : 1 From : Lecture 18

Question # 108

\_\_\_\_\_ compares a source byte or word in register AL or AX with the destination string element addressed by ES: DI and updates the flags.

- 1) : LODS
- 2) : STOS
- 3) : SCAS
- 4) : MOVE

Correct Option : 3 From : Lecture 18

Question # 109

\_\_\_\_\_ repeat the following string instruction while the zero flag is set and REPNE or REPNZ repeat the following instruction while the zero flag is not set.

- 1) : REP or REPZ
- 2) : REPE or REPZ
- 3) : REPE or RPZ
- 4) : RPE or REPZ

Correct Option : 2 From : Lecture 18

Question # 110

LES loads \_\_\_\_\_

- 1) : ES
- 2) : DS
- 3) : PS
- 4) : LS

Correct Option : 1 From : Lecture 20

Question # 111

LDS loads\_\_\_\_\_.

- 1) : ES
- 2) : DS
- 3) : PS
- 4) : LS

Correct Option : 2 From : Lecture 20

Question # 112

REP allows the instruction to be repeated \_\_\_\_\_ times allowing blocks of memory to be copied.

- 1) : DX
- 2) : CX
- 3) : BX
- 4) : AX

Correct Option : 2 From : Lecture 20

Question # 113

\_\_\_\_\_ pops IP, then CS, and then FLAGS.

- 1) : Ret n
- 2) : REZA
- 3) : REPE
- 4) : IRET

Correct Option : 4 From : Lecture 21

Question # 114

\_\_\_\_\_, Trap, Single step Interrupt

- 1) : INT 0
- 2) : INT 1
- 3) : INT 3
- 4) : INT 0

Correct Option : 2 From : Lecture 21

Question # 115

\_\_\_\_\_, NMI-Non Maskable Interrupt

- 1) : INT 0
- 2) : INT 1
- 3) : INT 3
- 4) : INT 0

Correct Option : 3 From : Lecture 21

Question # 116

To hook an interrupt we change the \_\_\_\_\_ corresponding to that interrupt.

- 1) : SX
- 2) : vector
- 3) : AX
- 4) : BX

Correct Option : 2 From : Lecture 22

Question # 117

\_\_\_\_\_ pops IP, then CS, and then FLAGS.

- 1) : Ret n
- 2) : REZA
- 3) : REPE
- 4) : IRET

Correct Option : 4 From : Lecture 21

Question #118

\_\_\_\_\_, Trap, Single step Interrupt

- 1) : INT 0
- 2) : INT 1
- 3) : INT 3
- 4) : INT 0

Correct Option : 2 From : Lecture 21

Question #119

\_\_\_\_\_, NMI-Non Maskable Interrupt

- 1) : INT 0
- 2) : INT 1
- 3) : INT 3
- 4) : INT 0

Correct Option : 3 From : Lecture 21

Question # 120

To hook an interrupt we change the \_\_\_\_\_ corresponding to that interrupt.

- 1) : SX
- 2) : vector
- 3) : AX
- 4) : BX

**1. Assembly language is not a low level language.**

- a. True
- b. False**

**2. In case of COM File first command parameter is stored at \_\_\_\_\_ offset of program segment prefix.**

- a. 0x80 (Not Confirm)**
- b. 0x82
- c. 0x84
- d. 0x86

**3. Address always goes from**

- a. Processor to meory
- b. Memory to processor**
- c. Memory to memory
- d. None of the above

**4. The source register in OUT is**

- a. AL or AX**
- b. BL or BX
- c. CL or CX
- d. DL or DX

**5. By default CS is associated with**

- a. SS
- b. BP
- c. CX
- d. IP**

**6. Which of the following pins of parallel port are grounded**

- a. 10-18
- b. 18-25**
- c. 25-32
- d. 32-39

**7. In the instruction mov word [es:160], 0x1230, 30 represents the character**

- a. A**
- b. B
- c. 0
- d. 1

**8. On executing 0x21 0x3D, if file cant be opened then**

- a. CF will contain 1**
- b. CF will contain 0
- c. ZF will contain 1
- d. ZF will contain 0

**9. Which of the following IRQ is cascading interrupt**

- a. IRQ 0
- b. IRQ 1
- c. IRQ 2**
- d. IRQ 3

**10. The execution of instruction mov word [es:160], 0x1230, will print a character on the screen at**

- a. First column of second row
- b. Second column of first row

- c. Second column of second row
- d. First column of third row

=====

- 1)))SHR and SAL are same?
  - .True (correct)
  - .False
- 2)))mov ax,0 will set ZF flag
  - .True
  - .False
- 3)))In 9 pin DB connector ,which pic is assigned to TD.
  - . 1
  - . 2
  - . 3(correct)
  - . 4
- 4)))Lower 16 bits of EAX are labeled as
  - . AX(correct)
  - . BX
  - .EAX
  - .none of above
- 5))) which is the special prefix used for repeating a block
  - .rep(correct)
  - .repeat
  - .repb
  - .repe
- 6)) JA can not after cmp if unsigned destination is greater than source
  - .true
  - .false

Q=1

Conditional jump can only:

- 1. Far
- 2. short
- 3. near
- 4. all of the given

q=2:

Address is always go from:

- 1. Processor to memory

2. Memory to processor
3. Memory to memory
4. None of given

Q=3;

Programmable interrupt controllers have two ports 20 and 21.....port 20 is a control port while port 21 is .....

1. The interrupt make register
2. Interrupt port
3. Output port
4. Input port

Q=4:

In the instruction "move word[es:160],0x1230 represent the charechter.....

1. A
2. B
3. 0
4. 1

Q=5:

The 8088 processor divides interrupts into how many classes?

1. 2
2. 3
3. 4
4. 5

Q=6:

Which of the following is the pair of register used to access memory in string instruction?

1. DI and BP
2. SI and BP
3. DI and SI
4. DS and SI

Q=7:

In case of COM file,first command line parameter is stored at .....offset of program segment prefix'

1. 0x80
2. 0x82
3. 0x84
4. 0x86

Q=8:

The INT 0x13 service 0x03 is use to ...

1. Read disk sector
2. Write disk sector
3. Reset disk sector
4. Get drive parameters

Q=9:

After the execution of STOSWB,the CX will be.....

1. Incremented by 1
2. Incremented by 2
3. Decrementd by 1
4. Decrementd by 2

Q=10

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

1. First column of second row
2. Second column of first row
3. Second column of second row
4. First column of third row

follow

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- **SUB CATEGORY TWO**
- **SUB CATEGORY THREE**

- **CHILD CATEGORY ONE**

- **UNCATEGORIZED**

- **WHATEVER**



**SATURDAY, 19 NOVEMBER 2011**

CS401 Mid Term Solved

ADDED JAN 6, 2010, UNDER: CS401 MID TERM SOLVED

Question # 1

There are three busses to communicate the processor and memory named as \_\_\_\_\_

- 1) : address bus.,data bus and data bus.
- 2) : addressing bus.,data bus and data bus.
- 3) : address bus.,datamove bus and data bus.
- 4) : **address bus.,data bus and control bus..**

Correct Option : 4 From : Lecture 1

Question # 2

The address bus is unidirectional and address always travels from processor to memory.

- 1) : **TRUE**
- 2) : FALSE
- 3) :
- 4) :

Correct Option : 1 From : Lecture 1

Question # 3

Data bus is bidirectional because\_\_\_\_\_

- 1) : To way
- 2) : Data moves from both, processor to memory and memory to processor,
- 3) : **Data moves from both, processor to memory and memory to data Bus,**
- 4) : None of the Given

Correct Option : 3 From : Lecture 1

Question # 4

Control bus\_\_\_\_\_

- 1) : is Not Important.
- 2) : is Important .
- 3) : **bidirectional.**
- 4) : unidirectional .

Correct Option : 3 From : Lecture 1

Question # 5

A memory cell is an n-bit location to store data, normally \_\_\_\_\_ also called a byte

- 1) : 4-bit
- 2) : **8-bit**
- 3) : 6-bit
- 4) : 80-bit

Correct Option : 2 From : Lecture 1

Question # 6

The number of bits in a cell is called the cell width.\_\_\_\_\_ define the memory completely.

- 1) : **Cell width and number of cells,**

- 2) : cell number and width of the cells,
- 3) : width
- 4) : Height

Correct Option : 1 From : Lecture 1

Question # 7

for memory we define two dimensions. The first dimension defines how many \_\_\_\_\_ bits are there in a single memory cell.

- 1) : **parallel**
- 2) : Vertical
- 3) : long
- 4) : short

Correct Option : 1 From : Lecture 1

Question # 8

\_\_\_\_\_ operation requires the same size of data bus and memory cell width.

- 1) : Normal
- 2) : **Best and simplest**
- 3) : first
- 4) : None of the Given

Correct Option : 2 From : Lecture 1

Question # 9

Control bus is only the mechanism. The responsibility of sending the appropriate signals on the control bus to the memory is of the\_\_\_\_\_.

- 1) : Data Bus
- 2) : **processor**
- 3) : Address Bus
- 4) : None of the Given

Correct Option : 2 From : Lecture 1

Question # 10

In "total: dw o" Opcode total is a \_\_\_\_\_

- 1) : Literal
- 2) : Variable
- 3) : **Label**
- 4) : Starting point

Correct Option : 3 From : Lecture 10

Question # 11

| 0 | --> | 1 | 1 | 0 | 1 | 0 | 0 | 0 | --> | C | is a example of \_\_\_\_\_

- 1) : Shl
- 2) : sar

3) : **Shr**

4) : Sal

Correct Option : 3 From : Lecture 10

Question # 12

| C | <-- | 1 | 1 | 0 | 1 | 0 | 0 | 0 | <-- | 0 | is a example of \_\_\_\_\_

1) : **Shl**

2) : sar

3) : Shr

4) : Sal

Correct Option : 1 From : Lecture 10

Question # 13

ADC has \_\_\_\_\_ operands.

1) : two

2) : **three**

3) : Five

4) : Zero

Correct Option : 2 From : Lecture 10

Question # 14

The basic purpose of a computer is to perform operations, and operations need \_\_\_\_\_.

1) : order

2) : nothing

3) : **operands**

4) : bit

Correct Option : 3 From : Lecture 2

Question # 15

Registers are like a scratch pad ram inside the processor and their operation is very much like normal \_\_\_\_\_.

1) : Number

2) : ooperations

3) : **memory cells**

4) : None of the Given

Correct Option : 3 From : Lecture 2

Question # 16

There is a central register in every processor called the \_\_\_\_\_ and The word size of a processor is defined by the width of its \_\_\_\_\_.

1) : **accumulator,accumulator**

2) : data bus,accumulator

3) : accumulator, Address Bus

4) : accumulator,memory

Correct Option : 1 From : Lecture 2

Question # 17

\_\_\_\_\_ does not hold data but holds the address of data

- 1) : Pointer, Segment, or Base Register
- 2) : **Pointer, Index, or Base Register**
- 3) : General Registers
- 4) : Instruction Pointer

Correct Option : 2 From : Lecture 2

Question # 18

“The program counter holds the address of the next instruction to be \_\_\_\_\_”

- 1) : **executed.**
- 2) : called
- 3) : deleted
- 4) : copy

Correct Option : 1 From : Lecture 2

Question # 19

There are \_\_\_\_\_ types of “instruction groups”

- 1) : **4**
- 2) : 5
- 3) : 3
- 4) : 2

Correct Option : 1 From : Lecture 2

Question # 20

These instructions are used to move data from one place to another.

- 1) : **TRUE**
- 2) : FALSE
- 3) :
- 4) :

Correct Option : 1 From : Lecture 2

Question # 21

“mov” instruction is related to the \_\_\_\_\_ \*\*\*\*\*.

- 1) : Arithmetic and Logic Instructions
- 2) : **Data Movement Instructions**
- 3) : Program Control Instructions
- 4) : Special Instructions

Correct Option : 2 From : Lecture 2

Question # 22

\_\_\_\_\_ allow changing specific processor behaviors and are used to play with it.

- 1) : **Special Instructions**
- 2) : Data Movement Instructions
- 3) : Program Control Instructions
- 4) : Arithmetic and Logic Instructions

Correct Option : 1 From : Lecture 2

Question # 23

8088 is a 16bit processor with its accumulator and all registers of \_\_\_\_\_.

- 1) : 32 bits
- 2) : 6 bits
- 3) : **16 bits**
- 4) : 64 bits

Correct Option : 3 From : Lecture 2

Question # 24

The \_\_\_\_\_ of a processor means the organization and functionalities of the registers it contains and the instructions that are valid on the processor.

- 1) : Manufactures
- 2) : **architecture**
- 3) : Deal
- 4) : None of the Given

Correct Option : 2 From : Lecture 2

Question # 25

Intel IAPX88 Architecture is \_\_\_\_\_

- 1) : **More then 25 old**
- 2) : New
- 3) : Not Good
- 4) : None of the Given

Correct Option : 1 From : Lecture 2

Question # 26

The iAPX88 architecture consists of \_\_\_\_\_ registers.

- 1) : 13
- 2) : 12
- 3) : 9
- 4) : **14**

Correct Option : 4 From : Lecture 3

Question # 27

General Registers are \_\_\_\_\_

1) : **AX, BX, CX, and DX**

2) : XA, BX, CX, and DX

3) : SS,SI and DI

4) : 3

Correct Option : 1 From : Lecture 3

Question # 28

AX means we are referring to the extended 16bit "A" register. Its upper and lower byte are separately accessible as \_\_\_\_\_.

1) : **AH and AL**

2) : A Lower and A Upper

3) : AL, AU

4) : AX

Correct Option : 1 From : Lecture 3

Question # 29

AX is General purpose Register where A stands for \_\_\_\_\_.

1) : Acadmic

2) : Ado

3) : Architecture

4) : **Accumulator**

Correct Option : 4 From : Lecture 3

Question # 30

The B of BX stands for \_\_\_\_\_ because of its role in memory addressing.

1) : Busy

2) : **Base**

3) : Better

4) : None of the Given

Correct Option : 2 From : Lecture 3

Question # 31

The D of DX stands for Destination as it acts as the destination in \_\_\_\_\_.

1) : **I/O operations**

2) : operations

3) : memory cells

4) : Memory I/O operations

Correct Option : 1 From : Lecture 3

Question # 32

The C of CX stands for Counter as there are certain instructions that work with an automatic count in the \_\_\_\_\_.

1) : DI register

- 2) : BX register
- 3) : **CX register**
- 4) : DX register

Correct Option : 3 From : Lecture 3

Question # 33

\_\_\_\_\_ are the index registers of the Intel architecture which hold address of data and used in memory access.

- 1) : SI and SS
- 2) : PI and DI
- 3) : SI and IP
- 4) : **SI and DI**

Correct Option : 4 From : Lecture 3

Question # 34

In Intel IAPX88 architecture \_\_\_\_\_ is the special register containing the address of the next instruction to be executed.

- 1) : AX
- 2) : PI
- 3) : **IP**
- 4) : SI

Correct Option : 3 From : Lecture 3

Question # 35

SP is a memory pointer and is used indirectly by a set of \_\_\_\_\_.

- 1) : **instructions**
- 2) : Pointers
- 3) : Indexes
- 4) : Variables

Correct Option : 1 From : Lecture 3

Question # 36

\_\_\_\_\_ is also a memory pointer containing the address in a special area of memory called the stack.

- 1) : SP
- 2) : **BP**
- 3) : PB
- 4) : AC

Correct Option : 2 From : Lecture 3

Question # 37

\_\_\_\_\_ is bit wise significant and accordingly each bit is named separately.

- 1) : AX
- 2) : FS
- 3) : IP

4) : **Flags Register**

Correct Option : 4 From : Lecture 3

Question # 38

When two 16bit numbers are added the answer can be 17 bits long, this extra bit that won't fit in the target register is placed in the \_\_\_\_\_ where it can be used and tested

- 1) : **carry flag**
- 2) : Parity Flag
- 3) : Auxiliary Carry
- 4) : Zero Flag

Correct Option : 1 From : Lecture 3

Question # 39

Program is an ordered set of instructions for the processor.

- 1) : **TRUE**
- 2) : FALSE
- 3) :
- 4) :

Correct Option : 1 From : Lecture 3

Question # 40

For Intel Architecture "operation destination, source" is way of writing things.

- 1) : **TRUE**
- 2) : FALSE
- 3) :
- 4) :

Correct Option : 1 From : Lecture 3

Question # 41

Operation code " add ax, bx " \_\_\_\_\_.

- 1) : Add the bx to ax and change the bx
- 2) : Add the ax to bx and change the ax
- 3) : **Add the bx to ax and change the ax**
- 4) : Add the bx to ax and change nothing

Correct Option : 3 From : Lecture 3

Question # 42

The maximum memory iAPX88 can access is \_\_\_\_\_.

- 1) : **1MB**
- 2) : 2MB
- 3) : 3MB
- 4) : 128MB

Correct Option : 1 From : Lecture 4

Question # 43

The maximum memory iAPX88 can access is 1MB which can be accessed with \_\_\_\_\_.

1) : 18 bits

2) : **20 bits**

3) : 16 bits

4) : 2 bits

Correct Option : 2 From : Lecture 4

Question # 44

\_\_\_\_\_ address of 1DEDO where the opcode B80500 is placed.

1) : **physical memory**

2) : memory

3) : effective

4) : None of the Given

Correct Option : 1 From : Lecture 4

Question # 45

16 bit of Segment and Offset Addresses can be converted to 20bit Address i.e

Segment Address with lower four bits zero + Offset Address with \_\_\_\_\_ four bits zero = 20bit Physical Address

1) : Middle

2) : lower

3) : Top

4) : **upper**

Correct Option : 4 From : Lecture 4

Question # 46

When adding two 20bit Addresses a carry if generated is dropped without being stored anywhere and the phenomenon is called address\_\_\_\_\_.

1) : **wraparound**

2) : mode

3) : ping

4) : error

Correct Option : 1 From : Lecture 4

Question # 47

segments can only be defined a 16byte boundaries called \_\_\_\_\_ boundaries.

1) : **segment**

2) : paragraph

3) : Cell

4) : RAM

Correct Option : 1 From : Lecture 4

Question # 48

in a Program CS, DS, SS, and ES all had the same value in them. This is called \_\_\_\_\_.

- 1) : equal memory
- 2) : **overlapping segments**
- 3) : segments hiding
- 4) : overlapping SI

Correct Option : 2 From : Lecture 4

Question # 49

“db num1” size of the memory is \_\_\_\_\_

- 1) : **1byte**
- 2) : 4bit
- 3) : 16bit
- 4) : 2byte

Correct Option : 1 From : Lecture 5

Question # 50

“ 1-----[org 0x0100]

2-----mov ax, [num1] ; load first number in ax

3-----mov bx, [num2] ; load second number in bx

4-----add ax, bx \_\_\_\_\_

5-----int 0x21

6-----

7-----num1: dw 5

8-----num2: dw 10

Comments for the 4 are :

- 1) : No comments Will be
- 2) : ; accumulate sum in add
- 3) : ; **accumulate sum in ax**
- 4) : ; accumulate sum in Bx

Correct Option : 3 From : Lecture 5

Question # 51

In “ mov ax, bx ” is \_\_\_\_\_ Addressing Modes.

- 1) : Immediate
- 2) : Indirect
- 3) : Direct
- 4) : **Register**

Correct Option : 4 From : Lecture 5

Question # 52

In "mov ax, [bx]" is \_\_\_\_\_ Addressing Modes

1) : **Based Register Indirect**

2) : Indirect

3) : Base Indirect

4) : Immediate

Correct Option : 1 From : Lecture 5

Question # 53

In "mov ax, 5" is \_\_\_\_\_ Addressing Modes

1) : **Immediate**

2) : Indirect

3) : Indirect

4) : Register

Correct Option : 1 From : Lecture 6

Question # 54

In "mov ax, [num1+bx]" is \_\_\_\_\_ ADDRESSING

1) : OFFSET+ Indirect

2) : Register + Direct

3) : Indirect + Reference

4) : **BASEd REGISTER + OFFSET**

Correct Option : 4 From : Lecture 7

Question # 55

"base + offset addressing" gives This number which came as the result of addition is called the \_\_\_\_\_.

1) : Address

2) : mode

3) : **effective address**

4) : Physical Address

Correct Option : 3 From : Lecture 7

Question # 56

"mov ax, [cs:bx]" associates \_\_\_\_\_ for this one instruction

1) : CS with BX

2) : **BX with CS**

3) : BX with AX

4) : None of the Given

Correct Option : 2 From : Lecture 7

Question # 57

For example

BX=0100

DS=FFFO

And Opcode are;

move [bx+0x0100], Ax

now what is the effective memory address;

1) : 0020

2) : **0200**

3) : 0300

4) : 0x02

Correct Option : 2 From : Lecture 7

Question # 59

In “ mov [1234], al ” is \_\_\_\_\_ Addressing Modes.

1) : Immediate

2) : Indirect

3) : **Direct**

4) : Register

Correct Option : 3 From : Lecture 8

Question # 60

In “ mov [SI], AX ” is \_\_\_\_\_ Addressing Modes.

1) : Basef Register Indirect

2) : Indirect

3) : **Indexed Register Indirect**

4) : Immediate

Correct Option : 3 From : Lecture 8

Question # 61

In “ mov ax, [bx - Si] ” is \_\_\_\_\_ ADDRESSING

1) : Basef Register Indirect

2) : Indirect

3) : Direct

4) : **illegal**

Correct Option : 4 From : Lecture 8

Question # 62

In “ mov ax, [BL] ” there is error i.e. \_\_\_\_\_

1) : Address must be 16bit

2) : Address must be 8bit

3) : Address must be 4bit

4) : **8 bit to 16 bit move illegal**

Correct Option : 4 From : Lecture 8

Question # 63

In " mov ax, [SI+DI] " there is error i.e. \_\_\_\_\_

- 1) : **Two indexes can't use as Memory Address**
- 2) : index can't use as Memory Address
- 3) : I don't Know
- 4) : None of the Given

Correct Option : 1 From : Lecture 8

Question # 64

In JNE and JNZ there is difference for only \_\_\_\_\_;

- 1) : **Programmer or Logic**
- 2) : Assembler
- 3) : Debugger
- 4) : IAPX88

Correct Option : 1 From : Lecture 9

Question # 65

JMP is Instruction that on executing take jump regardless of the state of all flags is called \_\_\_\_\_

- 1) : Jump
- 2) : Conditional jump
- 3) : **Unconditional jump**
- 4) : Stay

Correct Option : 3 From : Lecture 9

Question # 66

When result of the source subtraction from the destination is zero, zero flag is set i.e. ZF=1 its mean that;

- 1) : **DEST = SRC**
- 2) : DEST != SRC
- 3) : DEST < SRC
- 4) : DEST > SRC

Correct Option : 1 From : Lecture 9

Question # 67

When an unsigned source is subtracted from an unsigned destination and the destination is smaller, borrow is needed which sets the \_\_\_\_\_.

- 1) : carry flag i.e CF = 0
- 2) : **carry flag i.e CF = 1**
- 3) : Carry Flag + ZF=1
- 4) : None of the Given

Correct Option : 2 From : Lecture 9

Question # 68

In the case of unassigned source and destination when subtracting and in the result ZF =1 OR CR=1 then \_\_\_\_\_

- 1) : DEST = SRC
- 2) : DEST != SRC
- 3) : **UDEST ? USRC**
- 4) : DEST > SRC

Correct Option : 3 From : Lecture 9

Question # 69

In the case of unassigned source and destination when subtracting and in the result ZF =0 AND CR=0 then \_\_\_\_\_

- 1) : DEST = SRC
- 2) : DEST != SRC
- 3) : UDEST < USRC
- 4) : UDEST > USRC

Correct Option : 4 From : Lecture 9

Question # 70

In the case of unassigned source and destination when subtracting and in the result CR=0 then \_\_\_\_\_

- 1) : DEST = SRC
- 2) : DEST != SRC
- 3) : UDEST < USRC
- 4) : **UDEST ? USRC**

Correct Option : 4 From : Lecture 9

Question # 71

\_\_\_\_\_ This jump is taken if the last arithmetic operation produced a zero in its destination. After a CMP it is taken if both operands were equal.

- 1) : **Jump if zero(JZ)/Jump if equal(JE)**
- 2) : Jump if equal(JE)
- 3) : Jump if zero(JZ)
- 4) : No Jump for This

Correct Option : 1 From : Lecture 9

Question # 72

\_\_\_\_\_ This jump is taken after a CMP if the unsigned source is smaller than or equal to the unsigned destination.

- 1) : JBE(Jump if not below or equal)
- 2) : **JNA(Jump if not above)/JBE(Jump if not below or equal)**
- 3) : JNA(Jump if not above)
- 4) : No Jump for This

Correct Option : 2 From : Lecture 9

- 
- 
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CS401 Computer Architecture and Assembly Language Programming Quiz No 1 Solution and Discussion Spring 2014 Due Date: May 08, 2014

Posted by + M.Tariq Malik on April 26, 2014 at 9:57am in CS401 Computer Architecture and Assembly Language Programming Back to CS401 Computer Architecture and Assembly Language Programming Discussions

CS401 Computer Architecture and Assembly Language Programming Quiz No 1 Solution and Discussion Spring 2014 Due Date: May 08, 2014

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Permalink Reply by ĴĩÃ ĆĤ on April 26, 2014 at 11:39am

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Permalink Reply by abira ali on May 7, 2014 at 2:26pm

Question # 2

Instruction Pointer holds the address of the



Previous instruction to be executed

Current instruction

Next instruction to be executed

None of the given

Question # 3 of 10

Register whose each bit specify a different meaning is

Accumulator Register

vuzs

Pointer Register

Index register

Flag register



Question # 4 of 10

By default CS is associated with

SS

BP

CX

IP

Question # 5 of 10

Memory to Memory operation is allowed

True

False

Question # 6 of 10



Size Mismatch Error is a syntax error

False (Size mismatch is logical error)

True

Question # 7 of 10

unconditional jump can be

near

short

far

all of the given

Question # 8 of 10

Register are storage cell

Outside the processor

Both inside and outside the processor

Inside the processor

None of the given

[www.vuzs.net](http://www.vuzs.net)

Question # 9 of 10

Register to Register Operation is not allowed

True

False

[www.vuzs.net](http://www.vuzs.net)

The operation of CMP is to Subtract source from destination

True



False

Size Mismatch Error is a syntax error

False

True

Unconditional jump

Execute in every condition whether true or false

If the condition is true

If the condition is false

None of the given

Which type of Rotation it is "Every bit moves one position to the right and the bit dropped from the right is inserted at the left. This bit is also copied into the carry flag."

ROL

RCL

RCL

None of the given

Assembly language is not a low level language.

true

False

In JA jump is not taken after a CMP if the unsigned destination is larger than the unsigned source.

True

False



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

Control bus

Data bus

Address bus

RAM

Memory to Memory operation is allowed

True

False

90 is the op-code of

Do nothing

Add

Subtract

Multiplication

we can not add two base register i.e. (bx+bp) or cant use in an instruction

True

False

Intel follow

Littel endian

Big endian



Both littel endian and big endian

None of the given

SHL and SAL are same

True

False

The first 16-bit processor produced by "Intel" was 8085

True

False



The first 16-bit processor produced by "Intel" was 8085

True

False

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The extension of assembly language file is

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.asm



When a large number is subtracted from a smaller number, a borrow is needed; in this case which flag will be set

ZF

CF

SF

OF

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

Effective address

Physical address

Direct address

None of the given



Which type of shifting is "Inserts a zero from the left and moves every bit one position to the right and copies the rightmost bit in the carry flag."

SHL

SAL

SAR

None of the given

mov [1234],ax is an example of

Direct addressing

Base register indirect

Base+index

None of the given



Registers are also called scratch pad ram

True

False

The basic function of register is to?

Hold the operand

Hold the operator

Hold both the operator and operand

None of the given



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

JO

JNO

JNZ

JZ

In JA jump is not taken after a CMP if the unsigned destination is larger than the unsigned source.

True

False



which type of rotation it is "The carry flag is inserted from the left, every bit moves one position to the right, and the right most bit is dropped in the carry flag. "

RCR

ROL

RCL

ROR

which type of rotation it is "The carry flag is inserted from the left, every bit moves one position to the right, and the right most bit is dropped in the carry flag. "

RCR

ROL

RCL

ROR



This jump is taken if the last arithmetic operation produced a number in its destination that has even parity , Which jump is taken

JP

JPE

JNP

both JP and JPE

In direct addressing the memory address given in the instruction is

When a large number is subtracted from a smaller number, a borrow is needed; in this case which flag will be set

ZF

 CF

SF

OF

SHL and SAL are same

True

False

we can not Subrtace index register from the base register( bx-si )in assemly language vuzs

True

False

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



Control bus

Data bus

Address bus

RAM

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Permalink Reply by + Mărie Rajput + on May 7, 2014 at 5:12pm

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Permalink Reply by cancerian on May 7, 2014 at 8:30pm

8 chapters cover 22 lectures. I observed that first four lectures cover first chapter so please give the breakup of other eight chapters like

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Chapter #. 2 (?)

Chapter # 3

Chapter #. 4

Chapter #5

Chapter # 6

Chapter # 7

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Permalink Reply by + Mărie Rajput + on May 8, 2014 at 6:09am

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Permalink Reply by + M.Tariq Malik on May 7, 2014 at 10:40pm

Question # 1 of 10 ( Start time: 12:57:07 PM ) Total Marks: 1

Mechanism used to drop carry for making the calculated address valid is known as:

Select correct option:

Carry Overload

Overflow

Address Wraparound

None of the above

Question # 2 of 10 ( Start time: 12:58:36 PM ) Total Marks: 1

we can not Subtract index register from the base register(  $bx-si$  ) in assembly language

Select correct option:

True

False

Question # 3 of 10 ( Start time: 12:59:56 PM ) Total Marks: 1

Physical address calculation depends on

Select correct option:

Base address

Effective address

Offset Address

None of the above

Question # 4 of 10 ( Start time: 01:01:14 PM ) Total Marks: 1

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

Select correct option:

Addition

Division

Subtraction

Multiplication

Question # 5 of 10 ( Start time: 01:02:45 PM ) Total Marks: 1

SS is by default associated with

Select correct option:

BP

IP

SP

BP

Question # 6 of 10 ( Start time: 01:04:14 PM ) Total Marks: 1

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

Select correct option:

4 bits

8 bits

16 bits

32 bits

Question # 7 of 10 ( Start time: 03:53:38 PM ) Total Marks: 1

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

Select correct option:

MOV AX, 55

MOV AX, BX

MOV CS, 0xb800

MOV BX, AX

Question # 8 of 10 ( Start time: 03:55:09 PM ) Total Marks: 1

Memory to Memory operation is allowed

Select correct option:

True

False

The other directive is "define word" or "dw" with the same syntax as "db" but reserving a whole word of \_\_ bits instead of a byte.

Select correct option:

32

8

16

64

Question # 10 of 10 ( Start time: 03:58:10 PM ) Total Marks: 1

we can not add two base register i.e. (bx+bp) or cant use in an instruction

Select correct option:

True

False

BR,

Answers:

1) Address Wraparound

2) True

3) Effective address

4) Subtaction

5) BP

6) 16 bits

7) MOV CS, 0xb800

8) False

9) 8 bits

10) True>

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2aqlargmrfxmzPermalink Reply by 2aqlargmrfxmz on May 7, 2014 at 11:11pm

Tariq Bhai question No 9 ka ans 8 bits nai 16 bits ha

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Permalink Reply by + 🌸 'cm(NISA)` ` 🌸 on May 8, 2014 at 1:25pm

Hmm 16 hi hai

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1quypvq75nb4qPermalink Reply by 1quypvq75nb4q on May 8, 2014 at 4:28pm

Today main chat room ma ya quiz solved kiya tha sub nay ??? ager koi ans theek nai ha to correct ker den..thax

1. When a large number is subtracted from a smaller number, a borrow is needed; in this case which flag will be se

cf

2. jump is not position relative but is absolute

far

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

address bus

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

ITERATION

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

2



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

Effective

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

## INDEX REGISTOR

8. DX plays an important role in arithmetic \_\_\_\_\_.

## DIVISION

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

00000011

10. To multiply a number in a register by 2 the number is \_\_\_\_\_.

Shifted right one bit

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1quypvq75nb4qPermalink Reply by 1quypvq75nb4q on May 8, 2014 at 6:13pm

SP is associated (by default) with \_\_\_\_\_.

cs

Intel follows \_\_\_\_\_.

Little endian

The maximum amount of memory accessible using 8085 processor is \_\_\_\_\_.

64 kb

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

base register direct access

Instruction Pointer holds the address of the.....

next instruction to be executed

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

processor control

Register whose each bit specifies a different meaning is-----

flag Register

The iAPX88 processor supports \_\_\_\_\_ modes of memory access.

7

CX register is mostly used as a

counter control

-----

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

source

destination

both source and destination

immediate source

-----



Which one of the following is an illegal instruction?

MOV ax,[bx+bp]

-----

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

RCR

RCL

ROR

ROL

-----

In \_\_\_\_\_ operation, a carry flag is inserted from the left moving every bit one position to the right, with the right most bit is dropped in the carry flag".

RCR

ROL

RCL

ROR

-----

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

MOV CS, 0xb800

-----

Data bus is \_\_\_\_\_.

bidirectional confirm

-----

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

Subtraction

-----

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 Logical Right (SHR)

Shift Arithmetic Right (SAR)

Shift Arithmetic Left (SAL)

Shift Logical Left (SHL)

-----

After the execution of SAR instruction, \_\_\_\_\_.

The msb is replaced by a 0



The msb retains its original value

The msb is replaced by 1

The msb is replaced by the value of CF

-----

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

MUL AX, 3

-----

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

opposite

-----

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 Logical Left (SHL)

SHR

SHL



-----

The basic function of register is to

Hold the operand

-----

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

8

-----

n \_\_\_\_\_ every bit moves one position to the right and the bit dropped from the right is inserted at the left and also copied into the carry flag ?

ROL

RCR

RCL

ROR

-----

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

Stack Segment



Data Segment

Code Segment

Extra SegmentExtra Segment

-----

Which of the following shift operation inserts a zero from the left and moves every bit one position to the right and copies the rightmost bit in the carry flag ?

SHL

-----

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

1 2 4 16 bytes?

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1quypvq75nb4qPermalink Reply by 1quypvq75nb4q on May 8, 2014 at 7:58pm

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 Logical Right (SHR)

Shift Arithmetic Right (SAR)



Shift Arithmetic Left (SAL)

Shift Logical Left (SHL)

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In Left - Shift - Operation , the left most bit \_\_\_\_\_

Select correct option

will be dropped

will go into CF

will be moved to the right - most position

will always be 1

Question # 2 of 10 ( Start time:

09 :16 :53 PM ) Total Marks: 1

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

Select correct option :

**Stack Segment**

Data Segment

Code Segment

Extra Segment

Question # 3 of 10 ( Start time:

09 :17 :33 PM ) Total Marks: 1

CX register is mostly used as a

Select correct option :

**counter register**

flag register

base register

desination register

Question # 4 of 10 ( Start time:

09 :18 :55 PM ) Total Marks: 1

By default CS is associated

with

Select correct option :

**SS**

BP

CX

IP

Question # 5 of 10 ( Start time:

09 :20 :30 PM ) Total Marks: 1

Which of the following shift operation inserts a zero from the left and moves every bit one position to the right and copies the rightmost bit in the carry flag ?

Select correct option :

SHL

SAL

SAR

SHR

Question # 6 of 10 ( Start time:  
09 :21 :58 PM ) Total Marks: 1

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 .

Select correct option :

Shift Logical Left (SHL )

Shift Logical Right ( SHR )

**Shift Arithmetic ( SAR )**

Shift Arithmetic Left (SAL )

Question # 7 of 10 ( Start time:  
09 :23 :17 PM ) Total Marks: 1

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

Select correct option :

ROL

RCR

RCL

**ROR**

Question # 8 of 10 ( Start time:  
09 :24 :15 PM ) Total Marks: 1

Which one of the following is an illegal instruction?

Select correct option

MOV AX ,BX

MOV AX ,65

**MOV ax ,[ bx + bp ]**

Mov BX , 10

Question # 9 of 10 ( Start time:  
09 :24 :54 PM ) Total Marks: 1

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

Select correct option :

Similar

**Opposite**

implementation

comparison

Question # 10 of 10 ( Start time :  
09 :25 :41 PM ) Total Marks: 1

Physical address calculation depends on

Select correct option :

Base address

Effective address

**Offset Address**

Segment Address

1



# CS401 Computer Architecture and Assembly Language Programming

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## CS401 Online Quiz No 02 Solution & Discussion Last Date:17-12-2014

by [+ M.Tariq Malik](#)

Dec 8, 2014

**CS401 Online Quiz No 02 Solution & Discussion Last Date:17-12-2014**

CS401 - Computer Architecture and Assembly Language Programming Online Quiz 2 Solution Fall 2014 of Virtual University (VU)

**Dear Students**

This is to inform that quiz 02 will be opened on 16th December, 2014 and last date to attempt quiz will be 17th December, 2014.

**Instructions:**

- You can start attempting the quiz at any time but within given date(s) by clicking the quick link for Quiz on VU-LMS as it will become enabled within the mentioned dates. As soon as the time will be over, it will automatically be disabled and will not be available to attempt it.

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**CS401 Quiz 2**

Dec 17, 2014

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• [nina](#)

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

Dec 17, 2014

---



• [Syeda Shahzadi Bukhari \(BS 8th \)](#)

Question # 1 of 10 ( Start time: 09:38:11 PM ) Total Marks: 1

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

Select correct option:

4

8

16 .....right

32

Question # 2 of 10 ( Start time: 09:38:39 PM ) Total Marks: 1  
The Jump command that does not depend on FLAG register is  
Select correct option:

JCXZ  
JO  
JNE.....right  
JP

Question # 3 of 10 ( Start time: 09:40:04 PM ) Total Marks: 1  
In SCAS Example, We use SCASB with \_\_\_\_\_ and a zero in AL register to  
find a zero byte in a string.  
Select correct option:

REPNE ...right  
SCAS  
MOV  
CALL

Question # 4 of 10 ( Start time: 09:40:24 PM ) Total Marks: 1  
How much byte/bytes cannot be pushed and popped from the stack at once.  
Select correct option:

Single  
Double  
Three ....right not sure  
Four

Question # 5 of 10 ( Start time: 09:41:55 PM ) Total Marks: 1  
Which of the following are the two variants of STOS instruction?  
Select correct option:

STOSB and STOSW .....right  
STOS and STOSES  
STOS1 and STOS2  
STOSA and STOSB

Question # 6 of 10 ( Start time: 09:43:00 PM ) Total Marks: 1  
\_\_\_\_\_ jump is not position relative but is absolute  
Select correct option:

Near  
Short  
Far ....right  
Extra

Question # 7 of 10 ( Start time: 09:43:22 PM ) Total Marks: 1  
DW can store \_\_\_\_\_ bit value in it.  
Select correct option:

8  
16  
24  
32 ..right

Question # 8 of 10 ( Start time: 09:44:13 PM ) Total Marks: 1  
LDS instruction loads \_\_\_\_\_ register.  
Select correct option:

ES  
DS .....right  
CX

Question # 9 of 10 ( Start time: 09:44:46 PM ) Total Marks: 1  
Our computers screen is like a 2-D array having \_\_\_\_\_ rows and  
\_\_\_\_\_ columns.  
Select correct option:

25, 40  
25, 80  
80, 25 .....right

Question # 10 of 10 ( Start time: 09:46:08 PM ) Total Marks: 1  
To convert the case of a character, we add or subtract \_\_\_\_\_  
from its ASCII code.  
Select correct option:

0x10  
0x20.....right  
0x30  
0x41

Dec 17, 2014

[1 member likes this](#)

4



# ALL CS401 solved Quiz no 1 and 2 (2013 and 2014 ) in one discussion

by [+ WASI\(S.Admin\) +](#)  
May 27, 2014

Cs 401 Quiz no 1 (2014)@ wasi

Question # 1 of 10 ( Start time: 12:57:07 PM ) Total Marks: 1  
Mechanism used to drop carry for making the calculated address valid is known as:

Select correct option:

Carry Overload

Overflow

**Address Wraparound**

None of the above

Question # 2 of 10 ( Start time: 12:58:36 PM ) Total Marks: 1  
we can not Subrtace index register from the base register( bx-si )in assembly language

Select correct option:

**True**

False

Question # 3 of 10 ( Start time: 12:59:56 PM ) Total Marks: 1  
Physical address calculation depends on

Select correct option:

Base address

**Effective address**

Offset Address

None of the above

Question # 4 of 10 ( Start time: 01:01:14 PM ) Total Marks: 1  
Simple CMP instruction uses \_\_\_\_ operation

Select correct option:

Addition

Division

**Subtraction**

Multiplicaion

Question # 5 of 10 ( Start time: 01:02:45 PM ) Total Marks: 1

SS is by default associated with

Select correct option:

**BP**

IP

SP

BP

Question # 6 of 10 ( Start time: 01:04:14 PM ) Total Marks: 1

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

Select correct option:

4 bits

8 bits

**16 bits**

32 bits

Question # 7 of 10 ( Start time: 03:53:38 PM ) Total Marks: 1

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

Select correct option:

MOV AX, 55

MOV AX, BX

**MOV CS, 0xb800**

MOV BX, AX

Question # 8 of 10 ( Start time: 03:55:09 PM ) Total Marks: 1

Memory to Memory operation is allowed

Select correct option:

True

**False**

Question # 9 of 10 The other directive is “define word” or “dw” with the same syntax as “db” but reserving a whole word of \_\_ bits instead of a byte.

Select correct option:

32

**8**

16

64

Question # 10 of 10 ( Start time: 03:58:10 PM ) Total Marks: 1

we can not add two base register i.e. (bx+bp) or cant use in an instruction

Select correct option:

True

False



• [+ WASI\(S.Admin\) +](#)

### Cs 401 Quiz no 1 (2014)@ wasi

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Offset Address

None of the above

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Multiplicaiion

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SP

BP

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Select correct option:

32  
8  
16  
64

Question # 10 of 10 ( Start time: 03:58:10 PM ) Total Marks: 1  
we can not add two base register i.e. (bx+bp) or cant use in an instruction  
Select correct option:

**True**  
False

**Cs 401 Quiz no 1 (2014)@ wasi**

1. When a large number is subtracted from a smaller number, a borrow is needed; in this case which flag will be

**Ans cf**

2. jump is not position relative but is absolute.

**Ans far**

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

**Ans address bus**

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

**Ans ITERATION**

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

**Ans 2**

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

**Ans Effective**

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

**Ans INDEX REGISTOR**

8. DX plays an important role in arithmetic \_\_\_\_\_.

**Ans DIVISION**

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

**Ans 00000011**

10. To multiply a number in a register by 2 the number is \_\_\_\_\_.

**Ans Shifted right one bit**

11. SP is associated (by default) with \_\_\_\_\_.

**Ans cs**

12. Intel follows \_\_\_\_\_.

**Ans Little endian**

13 The maximum amount of memory accessible using 8085 processor is \_\_\_\_\_.

**Ans 64 kb**

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

**Ans base register direct access**

15. Instruction Pointer holds the address of the.....

**Ans next instruction to be executed**

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

**Ans processor control**

17. Register whose each bit specify a different meaning is-----

**Ans flag Register**

18. The iAPX88 processor supports \_\_\_\_\_modes of memory access.

**Ans 7**

19. CX register is mostly used as a

**Ans counter confirm**

20.Which one of the following is an illegal instruction?

**Ans MOV ax,[bx+bp]**

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

**Ans MOV CS, 0xb800**

22. Data bus is \_\_\_\_\_.

**Ans bidirectional confirm**

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

**Ans Subtraction**

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

**Ans MUL AX, 3**

25. The shift logical left operation is the exact \_\_\_\_\_ of shift logical right.

**Ans oposite**

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

**Ans 8**

27. Which of the following shift operation inserts a zero from the left and moves every bit one position to the right and copies the rightmost bit in the carry flag ?

**Ans SHL**

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

ROR

RCL

**Ans ROR**

ROL

29. In \_\_\_\_\_ operation, a carry flag is inserted from the left moving every bit one position to the right, with the right most bit is dropped in the carry flag".

**Ans RCR**

ROL

RCL

ROR

4

Both DS and ES can be used to access the video memory. However we commonly keep DS for accessing our data, and load ES with the segment of video memory. Select correct option:

**True**

False

**PAGE 81**

Question # 2 of 10 ( Start time: 03:17:23 PM ) Total Marks: 1  
How many characters standard ASCII has?  
Select correct option:

512

**256**

128

64

During the CALL operation, the current value of the instruction pointer is automatically saved on the stack, and the destination of CALL is loaded in the instruction pointer. Select correct option:

- True**
- False

VGA stands for Select correct option:

- Video Graphic Accumulator
- Video Graphics Adapter**
- Visual Graphics Adapter
- Video Graphics Application

Video Graphics Adapter

\_\_\_\_\_ transfers the word at the current top of stack (pointed to by SP) to the destination operand and then increments SP by two to point to the new top of stack. Select correct option:

- PUSH
- POP**
- CALL
- None of the given

The execution of the instruction "mov word [ES : 160], 0x1230" will print a character on the screen at: Select correct option:

- First column of second row**
- Second column of first row
- Second column of second row
- First column of third row

The Operation of pop ax is AX <-- [SP] SP <-- SP-2 Select correct option:

True  
**False**

\_\_\_\_\_ 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.  
Select correct option:

POP  
**PUSH**  
RET  
ADD

Far calls are called intra segment calls.  
Select correct option:

**True**  
False

STOS is often used to clear a block of memory or fill it with a constant.  
Select correct option:

**True**  
False

How many characters were defined by standard ASCII?

Select correct option:

132

124

122

**128**

Stack clearing by the caller needs an extra instruction on behalf of the caller after every call made to the subroutine, unnecessarily increasing instructions in the program.  
Select correct option:

**True**  
False

The direction of movement is controlled with the \_\_\_\_\_ in the flags register. If this flag is cleared the direction is from lower addresses towards higher addresses and if this flag is set the direction

is from higher addresses to lower addresses.  
 Select correct option:

Direction	Flag	(DF)
Control	Flag	(CF)
Carry	Flag	(CF)
Non of above		

ASCII stands for \_\_\_\_\_.  
 Select correct option:

American Standard Code for Information Interchange
<b>American Standard Code for Information Interchange</b>
American Standard Communication for Integer Interchange
American Scientific Communication for Integer Interaction

During the CALL operation, the current value of the instruction pointer is automatically saved on the stack, and the destination of CALL is loaded in the instruction pointer.  
 Select correct option:

Extended ASCII has 256 characters with assigned numbers from  
 Select correct option:

1	to	255
0	to	256
<b>0</b>	<b>to</b>	<b>255</b>
1 to 256		

Hexadecimal is the prevalent and standard format for representation of characters in computers.  
 Select correct option:

**True**  
 False

The execution of the instruction "mov word [ES : 160], 0x1230" will print a character on the screen at:  
 Select correct option:

First	column	of	second	row
Second	column	of	first	row
Second	column	of	second	row
First column of third row				

In the instruction "mov word [es:160], 0x1230", 12 means:  
Select correct option:

green	color	on	black	background
green	color	on	blue	background
black	color	on	green	background

blue color on green background

This top of stack is contained in the \_\_\_\_ register.  
Select correct option:

- SP**
- BP
- AX
- BX

PUSH increments 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.  
Select correct option:

- True
- False**

Page 71

The reduction in code size and the improvement in speed are the two reasons why block processing instructions were introduced in the \_\_\_\_\_ processor.  
Select correct option:

- 8088**
- 8085
- 8080
- iAPX386

MOVS is used to \_\_\_\_\_ a block of memory.  
Select correct option:

- Save
- Move**

Delete  
Push

The operation of PUSH is not similar to CALL however with a register other than the instruction pointer.  
Select  correct  option:

True  
**False**

Reference: operation of PUSH is similar to CALL however with a register other than the instruction pointer. page 69

Both DS and ES can be used to access the video memory. However we commonly keep DS for accessing our data, and load ES with the segment of video memory.  
Select  correct  option:

True  
False

Which bit of the attributes byte represents the blue component of foreground color ?  
Select  correct  option:

**0**  
1  
2  
3

SCAS compares a source byte or word in register AL or AX with the \_\_\_\_\_ string element addressed by ES: DI and updates the flags.

Source

Destination

**Flag**

Register

page 92

An element is pushed on the stack SP is decremented by \_\_\_\_ as the 8088 stack works on word sized elements.

Three

**two**

four

five

page 68

To access the arguments from the stack, the immediate idea that strikes is to \_\_\_\_ them off the stack.

push

**pop**

add

insert

We use \_\_\_\_\_ to access the parameters that are stay on the stack with out popping them.

pop

**DS not sure**

PUSH

BP

How many characters were defined by standard ASCII?

132

124

**128**

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

31-40

29-39

30-39

page no 80

The purpose of MOVS instruction is to move a memory location to register

True

**False**

\_\_\_\_\_ 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.

**push**

pop

call

None

This top of stack is contained in the \_\_\_\_ register.

**SP**

BP

AX

To access the arguments from the stack, the immediate idea that strikes is to \_\_\_\_ them off the stack.

Select \_\_\_\_\_ correct \_\_\_\_\_ option:

Push

**Pop**

Add

Insert

Parameters \_\_\_\_\_ clears \_\_\_\_\_ from \_\_\_\_\_ the \_\_\_\_\_ stack \_\_\_\_\_ by \_\_\_\_\_ the

Select \_\_\_\_\_ correct \_\_\_\_\_ option:

caller

callee

**caller \_\_\_\_\_ and \_\_\_\_\_ callee**

None of the given

There \_\_\_\_\_ are \_\_\_\_\_ just \_\_\_\_\_ block \_\_\_\_\_ processing \_\_\_\_\_ instructions \_\_\_\_\_ in \_\_\_\_\_ 8088.

Select correct option:  
6  
**5**  
4  
3

\_\_\_\_\_ 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.  
Select correct option:

**PUSH**  
POP  
CALL  
None of the Above

The operation of PUSH is not similar to CALL however with a register other than the instruction pointer.  
Select correct option:  
**True**  
False

The direction of movement is controlled with the \_\_\_\_\_ in the flags register. If this flag is cleared the direction is from lower addresses towards higher addresses and if this flag is set the direction is from higher addresses to lower addresses.  
Select correct option:

Direction	Flag	(DF)
Control	Flag	(CF)
Carry	Flag	(CF)

Non of above

Hexadecimal is the prevalent and standard format for representation of characters in computers.  
Select correct option:  
**True**  
False

MUL (multiply) Instruction performs an unsigned multiplication of the source operand and the \_\_\_\_\_.  
Select correct option:  
**Accumulator**  
Carry

Word  
Base

We can convert any digit to \_\_ by adding 0x30 in the digit.  
Select correct option:

Character

**ASCII**

EBCDIC

Standard Code

A typical stack is an area of computer memory with a fixed origin and a variable

**True**

False

Local variables should be created when the subroutine is called and discarded afterwards.

**True**

False

Both DS and ES can be used to access the video memory. However we commonly keep DS for accessing our data, and load ES with the segment of video memory.

**True**

False

Elements are removed from the stack in the reverse order to the order of their addition.

**True**

False

The Operation of Push is if "we push ax" then  $SP \leftarrow SP + 2$   $[SP] \leftarrow AX$

**True**

False

The operations of placing items on the stack and removing them from there are called push and ret.

**True**

False

A \_\_\_\_\_ is an area of memory that holds all local variables and parameters used by any function and remembers the order in which functions are called so that function returns occur correctly.

Instruction Pointer

**Stack**

Data Segment

Base Register

Stack is a data structure that behaves in a first in last \_\_\_\_\_ manner.

In

**Out**

Push

Add

RET do not pops the word at the top of the stack (pointed to by register SP) into the instruction pointer but increments SP by two.

True

**False**

--

Question No: 1 ( Marks: 1 ) - Please choose one

After

the execution of SAR instruction

▶ **The msb is replaced by a 0**

- ▶ The msb is replaced by 1
- ▶ The msb retains its original value
- ▶ The msb is replaced by the value of CF

**Question No: 2 ( Marks: 1 ) - Please choose one**

RETF

will pop the offset in the

- ▶ BP
- ▶ **IP**
- ▶ SP
- ▶ SI

**Question No: 3 ( Marks: 1 ) - Please choose one**

The

routine that executes in response to an INT instruction is called

▶ **ISR**

- ▶ IRS
- ▶ ISP
- ▶ IRT

**Question No: 4 ( Marks: 1 ) - Please choose one**

The

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

- ▶ 0x0010
- ▶ **0x0100**
- ▶ 0x1000
- ▶ 0x0000

**Question No: 5 ( Marks: 1 ) - Please choose one**

“Far”

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

- ▶ memory dependent
- ▶ **Absolute**
- ▶ temporary
- ▶ indirect

**Question No: 6 ( Marks: 1 ) - Please choose one**

Only

\_\_\_\_\_ instructions allow moving data from memory to memory.

- ▶ **string**
- ▶ word
- ▶ indirect
- ▶ stack

**Question No: 7 ( Marks: 1 ) - Please choose one**

After

the execution of instruction “RET 2”

- ▶ **SP is incremented by 2**
- ▶ SP is decremented by 2
- ▶ SP is incremented by 4
- ▶ SP is decremented by 4

**Question No: 8 ( Marks: 1 ) - Please choose one**

DIV

instruction has

- ▶ **Two forms**
- ▶ Three forms
- ▶ Four forms
- ▶ Five forms

**Question No: 9 ( Marks: 1 ) - Please choose one**

When

the operand of DIV instruction is of 16 bits then implied dividend will be of

- ▶ 8 bits
- ▶ 16 bits
- ▶ 32 bits
- ▶ 64 bits

**Question No: 10 ( Marks: 1 ) - Please choose one**

After

the execution of MOVS instruction which of the following registers are updated

- ▶ SI only
- ▶ DI only
- ▶ SI and DI only
- ▶ SI, DI and BP only

**Question No: 11 ( Marks: 1 ) - Please choose one**

In

8088 architecture, whenever an element is pushed on the stack

- ▶ SP is decremented by 1
- ▶ SP is decremented by 2
- ▶ SP is decremented by 3
- ▶ SP is decremented by 4

**Question No: 12 ( Marks: 1 ) - Please choose one**

When

a very large number is divided by very small number so that the quotient is larger than the space provided, this is called

- ▶ Divide logical error
- ▶ Divide overflow error
- ▶ Divide syntax error
- ▶ An illegal instruction

**Question No: 13 ( Marks: 1 ) - Please choose one**

In the

word designated for one screen location, the higher address contains

**▶ The character code**

- ▶ The attribute byte
- ▶ The parameters
- ▶ The dimensions

**Question No: 14 ( Marks: 1 ) - Please choose one**

Whic

h of the following options contain the set of instructions to open a window to the video memory?

▶ mov AX, 0xb008

mov ES, AX

**▶ mov AX, 0xb800**

**mov ES, AX**

▶ mov AX, 0x8b00

mov ES, AX

▶ mov AX, 0x800b

mov ES, AX

**Question No: 15 ( Marks: 1 ) - Please choose one**

In a

video memory, each screen location corresponds to

▶ One byte

**▶ Two bytes**

▶ Four bytes

▶ Eight bytes

**Question No: 16 ( Marks: 1 ) - Please choose one**

The

execution of the instruction "mov word [ES : 0], 0x0741" will print character "A" on screen , background color of the screen will be

**▶ Black**

▶ White

▶ Red

▶ Blue

**Question No: 17 ( Marks: 2 )**

**Why**

**is it necessary to provide the segment and offset address in case of FAR jump ?**

**Segment and offset must be given to a far jump. Because, sometimes we may need to go from one code segment to another, and near and short jumps cannot take us there. Far jump must be used and a two byte segment and a two byte offset are given to it. It loads CS with the segment part and IP with the offset part.**

**Question No: 18 ( Marks: 2 )**

**What'**

**s your understanding about Incrementing and Decrementing Stack?**

**Whenever an element is pushed on the stack SP is decremented by two and whenever an element is popped on the stack SP is incremented by two.**

**A decrementing stack moves from higher addresses to lower addresses as elements are added in it while an incrementing stack moves from lower addresses to higher addresses as elements are added.**

**As the 8088 stack works on word sized elements. Single bytes cannot be pushed or popped from the stack.**

**Question No: 19 ( Marks: 2 )**

**Num**

**ber2:**

**IF DF=0 what its represent and IF DF=1 what its represent ?**

**The direction of movement is controlled with the Direction Flag (DF) in the flags register. If this flag is cleared DF=0, the direction is from lower addresses towards higher addresses and if this flag is set DF=1, the direction is from higher addresses to lower addresses. If DF is cleared, DF = 0 this is called the autoincrement mode of string instruction, and if DF is set, DF=1, this is called the autodecrement mode. There are two instructions to set and clear the direction flag.**

**Question No: 20 ( Marks: 3 )**

**What**

**is the Difference between CALL and RET**

**The CALL instruction allows temporary diversion and therefore reusability of code.**

**The word return holds in its meaning that we are to return from where we came and need no explicit destination.**

**Therefore RET takes no arguments and transfers control back to the instruction following the CALL that took us in this subroutine.**

**Question No: 21 ( Marks: 3 )**

**Tell**

**the Formula to scroll up the screen**

**rep movsw**

**scroll up**

```
scrollup: push bp
mov bp,sp
push ax
push cx
push si
push di
push es
push ds
mov ax, 80 ; load chars per row in ax
mul byte [bp+4] ; calculate source position
mov si, ax ; load source position in si
push si ; save position for later use
shl si, 1 ; convert to byte offset
mov cx, 2000 ; number of screen locations
sub cx, ax ; count of words to move
mov ax, 0xb800
mov es, ax ; point es to video base
mov ds, ax ; point ds to video base
xor di, di ; point di to top left column
cld ; set auto increment mode
rep movsw ; scroll up
mov ax, 0x0720 ; space in normal attribute
pop cx ; count of positions to clear
rep stosw ; clear the scrolled space
pop ds
pop es
pop di
pop si
pop cx
pop ax
pop bp
ret 2
```

**Question No: 22 ( Marks: 5 )**

Expla

in how extended shifting is performed

**Using our basic shifting and rotation instructions we can effectively shift a 32bit number in memory word by word. We cannot shift the whole number at once since our architecture is limited to word operations. The algorithm we use consists of just two instructions and we name it extended shifting.**

```
num1: dd 40000
shl word [num1], 1
rcl word [num1+2], 1
```

The DD directive reserves a 32bit space in memory; however the value we placed there will fit in 16bits. So we can safely shift the number left 16 times.

The least significant word is accessible at num1 and the most significant word is accessible at num1+2.

The two instructions are carefully crafted such that the first one shifts the lower word towards the left and the most significant bit of that word is dropped in carry. With the next instruction we push that dropped bit into the least significant bit of the next word effectively joining the two 16bit words.

The final carry after the second instruction will be the most significant bit of the higher word, which for this number will always be zero.

Question No: 23 ( Marks: 5 )

Write

a subroutine to calculate the string length.?

**subroutine to calculate the length of a string**

**; takes the segment and offset of a string as parameters**

**strlen: push bp**

**mov bp,sp**

**push es**

**push cx**

**push di**

**les di, [bp+4] ; point es:di to string**

**mov cx, 0xffff ; load maximum number in cx**

**xor al, al ; load a zero in al**

**repne scasb ; find zero in the string**

**mov ax, 0xffff ; load maximum number in ax**

**sub ax, cx -- --**

The first instruction of COM file must be at offset:

a. 0x0010

b. 0x0100

c. 0x1000

d. 0x0000

2. The iAPX88 architecture consists of \_\_\_\_ registers.

a. 12

b. 14

c. 16

d. 18

3. When two 16-bit numbers are added the answer can be 17 bits long, this extra bit that won't fit in the target register is placed in the where it can be used and tested.

a. Carry flag

b. parity flag

c. auxiliary carry

d. zero flag

4. Only instruction allow moving data from memory to memory

a. string

b. word

c. indirect

d. stack

5. Allow changing specific processor behaviors and are used to play with it.

a. Special instructions

b. data movement instructions

c. program control instructions

d. arithmetic and logic instructions

6. 8088 is a 16-bit processor with its accumulator and all registers of \_\_\_\_.
- a. 32 bits
  - b. 6 bits
  - c. 16 bits
  - d. 8 bits
7. In the instruction `cmp ax,bx` the contents of \_\_\_\_ are changed.
- a. Ax
  - b. bx
  - c. cx
  - d. flag register
8. All the addressing mechanisms in iAPX88 return a number called \_\_\_\_ address.
- a. Effective
  - b. Faulty
  - c. indirect
  - d. direct
9. `Mov byte[num1],5` is \_\_\_\_ instruction.
- a. Legal
  - b. illegal
  - c. stack based
  - d. memory indirect
10. The memory address always moves from
- a. processor to memory
  - b. memory to processor

c. memory to peripheral

d. peripheral to processor

**11. An offset alone is not complete without**

a. segment

b. code label

c. index register

d. data label

**12. Code segment is associated to \_\_\_ register by default.**

a. IP

b. SS

c. BP

d. CX

**13. The iAPX88 processor supports \_\_\_ modes of memory access.**

a. 5

b. 6

c. 7

d. 8

**14. A 32-bit processor has accumulator of \_\_\_**

a. 8 bits

b. 16 bits

c. 32 bits

d. 64 bits

**15. After execution of JCXZ instruction CX will changed with flag affect.**

a. CF

b. OF

c. DF

d. None

16. Far jump is not position relative but is \_\_\_\_ memory

a. dependent

b. absolute

c. temporary

d. indirect

17. If the address of memory location num1 is 0117 and its content is 0005 then after execution of the instruction `mov bx, num1` bx will contain.

a. 0005

b. 0117

c. num1

d. 1701

18. Assembly the cx register is used normally as a \_\_\_\_ register.

a. Source

b. counter

c. index

d. pointer

19. Which is the unidirectional bus?

a. Control bus

b. data bus

c. address bus

d. none

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

a. base pointer

b. code segment

c. source index

d. program counter

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

a. flag

b. carry

c. parity

d. zero sign

22. Which bit sets the character "blinking" on the screen?

a. 5

b. 6

c. 7

d. 8

23. Mov ax, 5 has:

a. 1 operand

b. 2 operands

c. 3 operands

d. 4 operands

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

- a. data
- b. intermediate result
- c. address
- d. both data and address

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

- a. Index register
- b. base register
- c. flags register
- d. accumulator

**26. The operation of cmp is to:**

- a. subtract source from destination
- b. subtract destination from source
- c. add 1 to the destination
- d. add source and destination

**27. The registers IP, SP, BP, SI, DI and BX all can contain a \_\_\_ offset.**

- a. 8 bits
- b. 16 bits
- c. 32 bits
- d. 64 bits

**28. Regarding assembler, which statement is true:**

- a. assembler converts mnemonics to the corresponding OPCODE
- b. assembler converts OPCODE to the corresponding mnemonics
- c. assembler executes the assembly code all at once

d. assembler executes the assembly code step by step

29. If BB is the OPCODE of the instruction which states to “move a constant value to ax register”, the hexadecimal representation (using little Endian notation) of the instruction mov ax, 336 (150 in hexadecimal number system) will be:

a. 0XBB0150

b. 0X5001BB

c. 0X01BB50

d. 0XBB5001

30. Assembly language is:

a. low level programming language

b. high level programming language

c. also known as machine language

d. not considered closer to the computer

31. There are \_\_\_ registers in lapx88 architecture that can hold address of data.

a. 1

b. 2

c. 3

d. 4

32. Which part of this B80500 encoded instruction is an opcode?

a. Opcode is 0500

b. opcode is B80500

c. opcode is B8

d. opcode is 05

33. 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.

a. Rotate through carry right(RCR)

b. Rotate through carry left(RCL)

c. Rotate left (ROL)

d. Rotate right (ROR)

34. In \_\_\_ operation, a carry flag is inserted from the left moving every bit one position to the right, with the right most bit is dropped in the carry flag.

a. RCR

b. ROL

c. RCL

d. ROR

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

a. 8

b. 4

c. 16

d. 32

36. Motorola follows \_\_\_.

a. big endian

b. little endian

c. both

d. None

37. Intel follows \_\_\_.

a. Little endian

b. big endian

c. both

d. None

38. The shift logical right operation inserts.

a. A zero from right

b. a zero from left

c. a one from right

d. a one from left

39. Shifting the -15 two-bit SAR:

a. -7

b. 7

c. -8

d. 8

40. In left shift operation the most left bit \_\_\_\_

a. will drop

b. will go to CF

c. will come to the right most

d. will be always 1

41. To reserve 8-bits in memory \_\_\_\_ directive is used.

a. db

b. dw

c. dn

d. dd

42. In the mov ax, 5 5 is the \_\_\_\_ operand.

- a. source
- b. destination
- c. memory
- d. register

**43. Which flags are not used for mathematical operations?**

- a. Carry, interrupt and trap flag
- b. direction interrupt and trap flag
- c. direction overflow and trap flag
- d. direction interrupt and sign flag

**44. The number of bits required to access 1MB of memory are**

- a. 16 bits
- b. 20 bits
- c. 32 bits
- d. depends on the processor architecture

**45. cx register is:**

- a. count register
- b. data register
- c. index register
- d. base register

**46. Which of the following is not true about registers?**

- a. their operation is very much like memory
- b. intermediate results may also be stored in registers
- c. they are also called scratch pad ram

d. none

47. Types of jump are:

a. short, near

b. short, near, far

c. near, far short, far

48. 8088 is a \_\_\_ bit processor.

a. 8

b. 16

c. 32

d. 64

49.  $|0| \rightarrow |1|1|0|1|0|0|0| \rightarrow |C|$  is an example of:

a. SHL

b. SHR

c. SAR

d. SAL

50. Memory is determined by \_\_\_\_\_ pair and not alone.

a. Segment-offset

b. segment-code

c. offset-code

d. offset addressing

51. In rotate right operation every bit moves one position to the right and the bit dropped from the right is inserted at the left and:

a. dropped in CF

b. moves to AL

c. don't go anywhere

d. none

**52. There are three buses to communicate the processor and memory named as:**

a. address, line, data bus

b. address, control, line bus

c. address, control, data bus

d. none

**53. The address bus is unidirectional and address always travel from processor to memory.**

a. True

b. False

**54. Data bus is bidirectional because:**

a. to way

b. data moves from both: processor to memory and memory to processor

c. data moves from both: processor to memory and memory to data bus

d. none

**55. Control bus:**

a. is one way

b. unidirectional

c. bidirectional

d. none

**56. A memory cell is an n-bit location to store data, normally \_\_\_\_ also called a byte.**

a. 4-bit

b. 8-bit

c. 16-bit

d. 32-bit

57. The number of bits in a cell is called the cell width. \_\_\_\_ define the memory completely.

a. Cell width and number of cells

b. cell number

c. width

d. height

58. For memory we define two dimensions. The first dimension defines how many \_\_\_\_ bits are there in a single memory cell.

a. Parallel

b. vertical

c. long

d. short

59. if ax contains decimal -2 and bx contains decimal 2 then after the execution of the instruction: `cmp ax, bx JA label`

a. jump will be taken

b. zero flag will set

c. ZF will contain value 4

d. Jump will not be taken

60. If D is 35 is shift to left 2 bits the new value:

a. 35

b. 70

c. 140

d. 17

61. In general, the memory cell cannot be wider than the width of the data bus.

a. True

b. False

62. \_\_\_ bus carries the intent of the processor that it wants to read or to write.

a. Control

b. Address

c. Data

d. Both control and data

63. The responsibility of sending the appropriate signals on the control bus to the memory is of the \_\_\_.

a. Control Bus

b. Peripherals

c. Processor

d. Memory

64. There are temporary storage places inside the processor called \_\_\_.

a. Memories

b. registers

c. peripherals

d. none

65. We can have precisely \_\_\_ address on the address bus and consequently precisely \_\_\_ element on the data bus.

a. one, one

b. one, two

c. two, one

d. two, two

66. Traditionally all mathematical and logical operations are performed on the \_\_\_\_.

a. Processor

b. register

c. Accumulator

d. None

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

a. Index

b. Flag

c. accumulator

d. none

68. The instruction cli clears the \_\_\_\_ flag.

a. Interrupt

b. overflow

c. direction

d. carry

69. The instruction sti sets the \_\_\_\_ flag.

a. Carry

b. interrupt

c. parity

d. overflow

70. iAPX88 stands for: “Intel Advanced Processor Extensions 88”

71. iAPX386 is a \_\_\_ bit processor.

a. 8

b. 16

c. 32

d. 64

72. First processor 8080 was \_\_\_ bit processor.

a. 8

b. 16

c. 32

d. 64

73. The A of AX register stands for: Accumulator

74. The B of BX register stands for: Base

75. The C of CX register stands for: Counter

76. The D of DX register stands for: Destination

77. SI and DI are 16-bit and cannot be used as 8-bit register pairs like ax, bx, cx and dx.

a. True

b. False

78. Which of the following is true about Parity?

a. Parity is the number of “one” bits in a binary number

b. Parity is either odd or even

c. Both a and b

d. none

79. The collection of 4-bits is called.

a. Word

b. nibble

c. byte

d. none

80. During addition or subtraction if a carry goes from one nibble to the next which flag is set?

a. Auxiliary

b. carry

c. trap

d. parity

81. Which flag is set if the last mathematical or logical instruction has produced a zero in its destination.

a. Carry

b. parity

c. direction

d. zero

82. To start a comment \_\_\_\_ is used in assembly.

a. Colon (:)

b. hyphen (-)

c. semicolon (;)

d. asterisk (\*)

83. The process through which the segment register can be explicitly specified is known as:

- a. segment addressing
- b. segment override prefix
- c. segment indexing
- d. offset indexing

84. If BL contains 00000101 then after a single right shift. BL will contain:

- a. 00000011
- b. 00000010
- c. 10000011
- d. 10000010

85. In assembly language JNZ is used to:

- a. jump if the zero flag is not set
- b. jump if the zero flag is set
- c. jump if the sign flag is set
- d. jump if the sign flag is not set

86. SP is associated (by default) with:

- a. DS
- b. SS
- c. ES
- d. CS

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

- a. Top of the stack
- b. down of the stack

c. top and down both

d. any position in the stack

**88. Which one of the following is an illegal instruction?**

a. `Mov ax, bx`

b. `Mov ax, 65`

c. `Mov ax, [bx+bp]`

d. `Mov bx, 10`

SONU MUGH

## CS401 Solved MCQs from Online Quizzes- Computer Architecture and Assembly Language

### Question # 1 of 10

`mov [si+300], ax` is an example of Indexed Register Indirect + Offset

True

False

### Question # 2 of 10 ( Start time: 06:51:43 PM )

we can not Subtract index register from the base register( `bx-si` )in assembly language

true

false

In direct addressing the memory address given in the instruction is

Fixed

correct

## CS401 Solved MCQs from Online Quizzes- Computer Architecture and Assembly Language

Variable

Register

Empty

The first 16-bit processor produced by “Intel” was 8085

True

False

correct

BP by default associated with

## CS401 Solved MCQs from Online Quizzes- Computer Architecture and Assembly Language

CS

IP

SS

SP

correct

**Register to memory operation is not allowed**

True

False

correct

## CS401 Solved MCQs from Online Quizzes- Computer Architecture and Assembly Language

Address is always go from

Processor to memory correct

Memory to processor

Memory to memory

None of the given

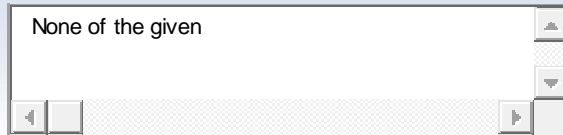
Data bus is

Uni-directional

Bi-directional correct

Non-directional

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[www.vuzs.net](http://www.vuzs.net)

# CS401 Solved MCQs from Online Quizzes- Computer Architecture and Assembly Language

Quiz - Mozilla Firefox 4.0 Beta 8

http://quiz.vu.edu.pk/QuizQuestion.aspx?ver=c5fdc013-a38a-41f3-82f8-e01a60e90622

MC100404611 : Sajid Mehmood

Time Left 40 sec(s)

Quiz Start Time: 02:04 PM

Question # 2 of 10 ( Start time: 02:06:01 PM ) Total Marks: 1

Architecture consists of

Select correct option:

- 14 Registers
- 16 Registers
- 32 Registers

Click here to Save Answer & Move to Next Question

C:\WINDOW... LMS-Virtual U... Quiz - Mozilla ... cs401 .pdf - F... Document3 - ... 2:07 PM

WWW.

## CS401 Solved MCQs from Online Quizzes- Computer Architecture and Assembly Language

Quiz - Mozilla Firefox 4.0 Beta 8  
http://quiz.vu.edu.pk/QuizQuestion.aspx?ver=a9fafdf4-286d-46f9-aaf5-5012e925e83a

MC100404611 : Sajid Mehmood

Time Left 65 sec(s)

Quiz Start Time: 02:04 PM

Question # 5 of 10 ( Start time: 02:13:10 PM ) Total Marks: 1

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

Select correct option:

- Effective address
- Physical address
- Direct address
- None of the given

Click here to Save Answer & Move to Next Question

Taskbar: C:\WINDOW..., cs401.pdf - F..., Document3 - ..., PTCL Connect, 2 Firefox, 2:14 PM

WWW.

# CS401 Solved MCQs from Online Quizzes- Computer Architecture and Assembly Language

1

The screenshot shows a Mozilla Firefox browser window displaying a quiz interface. The address bar shows the URL: <http://quiz.vu.edu.pk/QuizQuestion.aspx?ver=357c7a55-db56-42b2-8c1c-5d8479d72361>. The user's name is **MC100404611 : Sajid Mehmood**. A timer indicates **Time Left 81 sec(s)**. The quiz start time is **02:04 PM**. The current question is **Question # 6 of 10 ( Start time: 02:13:46 PM )** with **Total Marks: 1**. The question text is: "The extension of assembly language file is". Below the question, it says "Select correct option:" and lists three radio button options:  .com,  .lst, and  .asm. A button at the bottom of the question area says "Click here to Save Answer & Move to Next Question". The browser's taskbar at the bottom shows several open applications: C:\WINDOW..., cs401.pdf - F..., Document3 - ..., PTCL Connect, and 2 Firefox. The system clock shows 2:14 PM.

WWW.

## CS401 Solved MCQs from Online Quizzes- Computer Architecture and Assembly Language

Quiz - Mozilla Firefox 4.0 Beta 8

http://quiz.vu.edu.pk/QuizQuestion.aspx?ver=2ec7d2eb-43f2-4385-84b3-386cc8b42fe8

MC100404611 : Sajid Mehmood

Time Left 78 sec(s)

Quiz Start Time: 02:04 PM

Question # 7 of 10 ( Start time: 02:14:08 PM ) Total Marks: 1

Assembly language is not a low level language.

Select correct option:

True

False

Click here to Save Answer & Move to Next Question

Taskbar: C:\WINDOW..., cs401.pdf - F..., Document3 - ..., PTCL Connect, 2 Firefox

System Clock: 2:15 PM

# CS401 Solved MCQs from Online Quizzes- Computer Architecture and Assembly Language

Quiz - Mozilla Firefox 4.0 Beta 8

http://quiz.vu.edu.pk/QuizQuestion.aspx?ver=f711debd-ff87-478e-8638-3f585c9e3a83

MC100404611 : Sajid Mehmood

Time Left 46 sec(s)

Quiz Start Time: 02:04 PM

Question # 9 of 10 ( Start time: 02:15:31 PM ) Total Marks: 1

Motorola follow

Select correct option:

- Big endian
- Litten endain
- Both of them
- None of the aiven

Click here to Save Answer & Move to Next Question

C:\WINDOW... cs401.pdf - F... Document3 - ... PTCL Connect 2 Firefox 2:17 PM

WWW.

# CS401 Solved MCQs from Online Quizzes- Computer Architecture and Assembly Language

Quiz - Mozilla Firefox 4.0 Beta 8

http://quiz.vu.edu.pk/QuizQuestion.aspx?ver=c81b6035-9182-48c9-94d6-94a1410b8c9a

MC100404611 : Sajid Mehmood

Time Left 66 sec(s)

Quiz Start Time: 02:04 PM

Question # 10 of 10 ( Start time: 02:16:23 PM ) Total Marks: 1

Registers are also called scratch pad ram

Select correct option:

True

False

Click here to Save Answer & Move to Next Question

C:\WINDOW... cs401.pdf - F... Document3 - ... PTCL Connect 2 Firefox 2:17 PM

WWW.

# CS401 Solved MCQs from Online Quizzes- Computer Architecture and Assembly Language

The screenshot shows a Windows desktop environment. The desktop background is blue. On the left side, there is a Start menu with various icons including Computer, Home, Recycle Bin, Network Magic Folders, Adobe Reader, Yahoo! Messenger, Downloads, Google Chrome, and before regionalizati... The taskbar at the bottom shows the Start button, several open applications (ZTE Connector, Microsoft Word, CS401\_Solve..., LMS-Virtual U..., Quiz - Wind..., Google - Goo...), and system tray icons. The main window is a Windows Internet Explorer browser displaying an online quiz. The browser address bar shows the URL: <http://quiz.vu.edu.pk/QuizQuestion.aspx?ver=543656ee-57de-4672-b838-1c2c98b871d1>. The quiz title is "MC110203429 : Saima Abbasi". The time left is 89 seconds. The quiz start time is 09:57 AM. The current question is "Question # 1 of 10 ( Start time: 09:57:25 AM )" with a total mark of 1. The question text is "Group of bits processor uses to inform memory which element to read/write is collectively known as". The options are: Control bus, Data bus, Address bus, and RAM. A button at the bottom of the question area says "Click here to Save Answer & Move to Next Question". The status bar at the bottom of the browser window shows "Done" and "Internet | Protected Mode: Off".

4

WWW

# CS401 Solved MCQs from Online Quizzes- Computer Architecture and Assembly Language

Document1 - Microsoft Word

Quiz - Windows Internet Explorer

http://quiz.vu.edu.pk/QuizQuestion.aspx?ver=349b92c5-0ac0-4e7f-b81a-a745de21ce6b

MC110203429 : Saima Abbasi

Time Left 81 sec(s)

Quiz Start Time: 09:57 AM

Question # 3 of 10 ( Start time: 09:59:53 AM ) Total Marks: 1

CX register mostly use a

Select correct option:

- Counter register
- Flag register
- Base register
- Desination register

Click here to Save Answer & Move to Next Question

Done Internet | Protected Mode: Off 100%

Start ZTE Connector Microsoft Word CS401\_Solve... LMS-Virtual U... Quiz - Wind... Google - Goo...

1

WWW

# CS401 Solved MCQs from Online Quizzes- Computer Architecture and Assembly Language

memory cell can not be wider than the data bus

Quiz - Windows Internet Explorer

http://quiz.vu.edu.pk/QuizQuestion.aspx?ver=d8c52674-1808-4639-bc1c-0acd60e9444c

MC110203429 : Saima Abbasi

Time Left 64 sec(s)

Quiz Start Time: 09:57 AM

Question # 8 of 10 ( Start time: 10:05:46 AM ) Total Marks: 1

Memory cell can not be wider than the data bus.

Select correct option:

True

False

Click here to Save Answer & Move to Next Question

Done Internet | Protected Mode: Off 100%

[Basic Registers in Computer processor](#)

[www.writework.com > ... > Programming Languages \(65\)](#)

All data must be represented in a register before it can be processed. For example ... In general the **memory cell cannot be wider than** the width of the **data bus** ...

Start ZTE Connector 2 Microsoft ... CS401\_Solve... LMS-Virtual U... Quiz - Wind... memory cell c... 9:07 PM

1