

**Cs-609 Important Mid Term**  
**Mcq's Solution 100% Correct :**  
**Solve By Vu-Topper RM!!**

وَعَزَّ مِنْ تَشَاءٍ وَتَذَلَّ مِنْ تَشَاءٍ



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**Question No:1** (Marks:1) **Vu-Topper RM**  
Bit no. \_\_\_ of EFLAG is used for alignment check  
12  
**18**

**Question No:2** (Marks:1) **Vu-Topper RM**  
In \_\_\_ each byte is needed to be encapsulated in start and end  
Synchronous Communication  
**Asynchronous Communication**

**Question No:3** (Marks:1) **Vu-Topper RM**  
Base address of LPT1 port in BIOS Data Area is \_\_\_  
08:40  
**40:08**

**Question No:4** (Marks:1) **Vu-Topper RM**  
An I/O device cannot be directly connected to the buses so they generally require  
a \_\_\_ to be placed between the CPU and I/O device  
**Controller**  
Pipeline

**Question No:5** (Marks:1) **Vu-Topper RM**  
To set the Interrupt Vector Table (IVT) means that to change the \_\_\_ sized  
interrupt vector within the IVT  
Quad Word  
**Double Word**

**Question No:6** (Marks:1) **Vu-Topper RM**  
DB25 connector is used to connect \_\_\_  
Address Bus  
**PPI**

**Question No:7** (Marks:1) **Vu-Topper RM**  
In self-test mode the output of UART is routed to its input  
**True**  
False

**Question No:8** (Marks:1) **Vu-Topper RM**  
Bit number \_\_\_ of port 64H Status register used for input buffer full  
0  
**1**

**Question No:9** (Marks:1) **Vu-Topper RM**  
The device which requires timing signal is called \_\_\_  
**Synchronous**

Asynchronous

**Question No:11**

**(Marks:1)**

**Vu-Topper RM**

The \_\_\_ register of Real Time Clock is used to enable interrupt on various events like alarm time and time-up duration

Status Register A

**Status Register B**

**Question No:12**

**(Marks:1)**

**Vu-Topper RM**

DTE is \_\_\_

**Data Terminal Equipment**

Data Transmitting Equipment

**Question No:13**

**(Marks:1)**

**Vu-Topper RM**

First two bytes of any Far address contains \_\_\_ address

Segment

**Offset**

**Question No:14**

**(Marks:1)**

**Vu-Topper RM**

In the context of Keyboard Interface, \_\_\_ means Typematic rate will be sent in next byte

0xFF

**0xF3**

**Question No:15**

**(Marks:1)**

**Vu-Topper RM**

A software interrupt does not require \_\_\_

Memory

**EOI(End of Interrupt)**

**Question No:16**

**(Marks:1)**

**Vu-Topper RM**

Keyboard buffer is \_\_\_ bytes in size

8

**32**

**Question No:17**

**(Marks:1)**

**Vu-Topper RM**

The address of partition block on hard disk is \_\_\_

**head # = 1, track# = 0 and sector # = 1**

head # = 0, track# = 0 and sector # = 0

**Question No:18**

**(Marks:1)**

**Vu-Topper RM**

There are \_\_\_ main types of serial communication

2

**3**

**Question No:19** (Marks:1) **Vu-Topper RM**  
A code 0xFA on the port 60H (Keyboard Interface) indicates that the byte has been received \_\_\_\_  
**Properly**  
With Errors

**Question No:20** (Marks:1) **Vu-Topper RM**  
Bit number \_\_\_\_ of port 64H Keyboard Status Register indicate status of Time-Out error during output  
4  
**6**

**Question No:21** (Marks:1) **Vu-Topper RM**  
Clock status register \_\_\_\_ is main control register  
A  
**B**

**Question No:22** (Marks:1) **Vu-Topper RM**  
There are differences in mechanism of invocation of interrupt and event driven procedures  
**Yes**  
No

**Question No:23** (Marks:1) **Vu-Topper RM**  
A compiled TSR program has \_\_\_\_ extension  
.XLS  
**.C**

**Question No:24** (Marks:1) **Vu-Topper RM**  
\_\_\_\_ interrupt is used to read time from Real Time Clock  
**1A/02H**  
1A/03H

**Question No:25** (Marks:1) **Vu-Topper RM**  
If UART is running in Self-Test Mode, then all the input from the UART is directed to the \_\_\_\_  
Upper part of the screen  
**Lower part of the screen**

**Question No:26** (Marks:1) **Vu-Topper RM**  
We have set the bit No. 7 of IMR (Interrupt Mask Register) to unmask the Interrupt so that interrupt \_\_\_\_ can occur at \_\_\_\_ line  
**0xf, IRQ 7**  
0xa, IRQ 6

**Question No:27** (Marks:1) **Vu-Topper RM**  
keep() function has \_\_\_ parameters while exit() function has \_\_\_ parameters  
0, 2  
**2, 1**

**Question No:28** (Marks:1) **Vu-Topper RM**  
In Keyboard Status Byte, bit no. 2 and 3 are used for CTRL and ALT keys respectively. Which of the following condition is used to check that CTRL + ALT keys are pressed Where:  
unsigned char far \* scr = (unsigned char far\*)(0x00400017)  
**if((( \*scr) & 12) == 12)**  
if((( \*scr) & 8) == 8)

**Question No:29** (Marks:1) **Vu-Topper RM**  
The BIOS data area in memory starts at the address of \_\_\_  
0020:0000  
**0040:0000**

**Question No:30** (Marks:1) **Vu-Topper RM**  
Select the correct option that does NOT belong to the uses of I/O Controller  
Listen sound tracks from PC headphones  
**Applying security options on storage media**

**Question No:31** (Marks:1) **Vu-Topper RM**  
The amount of memory above conventional memory can be determined using the service  
**15H/88H**  
13H/88H

**Question No:32** (Marks:1) **Vu-Topper RM**  
DMA stands for \_\_\_  
**Direct Memory Access**

**Question No:33** (Marks:1) **Vu-Topper RM**  
Standard PC operates in two modes in terms of memory which are  
**Real mode and protected mode**

**Question No:34** (Marks:1) **Vu-Topper RM**  
UART stands for \_\_\_  
**Universal Asynchronous Receiver Transmitter**

**Question No:35** (Marks:1) **Vu-Topper RM**  
Usually interrupt procedures are reentrant procedures especially those interrupt procedure compiled using C language compiler are reentrant  
**True**

**Question No:36** (Marks:1) **Vu-Topper RM**  
Interrupt Vector Table (IVT) in short is a \_\_\_ bytes sized table  
**1024**

**Question No:37** (Marks:1) **Vu-Topper RM**  
Hardware Interrupts are \_\_\_  
Preemptive  
**Non-Preemptive**

**Question No:38** (Marks:1) **Vu-Topper RM**  
Timer interrupt is a \_\_\_  
**Hardware Interrupt**  
Software Interrupt

**Question No:39** (Marks:1) **Vu-Topper RM**  
Int 14H \_\_\_ can be used to set the line parameter of the UART or COM port  
**Service # 0**

**Question No:40** (Marks:1) **Vu-Topper RM**  
The keyboard makes use of interrupt number \_\_\_ for its input operations  
**9**  
10

**Question No:41** (Marks:1) **Vu-Topper RM**  
In case of synchronous communication, a timing signal is required to identify the start and end of a bit  
**True**  
False

**Question No:42** (Marks:1) **Vu-Topper RM**  
Register can be used to divide frequency is \_\_\_  
**Counter Register**  
Accumulator Register

**Question No:43** (Marks:1) **Vu-Topper RM**  
Only \_\_\_ ports are important from programming point of view  
**70 and 71H**

**Question No:44** (Marks:1) **Vu-Topper RM**  
Which port is known as Data Port \_\_\_  
**60H**  
61H

- Question No:45** (Marks:1) **Vu-Topper RM**  
LPTs can be swapped  
**True**  
False
- Question No:46** (Marks:1) **Vu-Topper RM**  
PPI is used to perform parallel communication  
**True**  
False
- Question No:47** (Marks:1) **Vu-Topper RM**  
\_\_\_ is used to control the printer via the BIOS  
Int 16H  
**Int 17H**
- Question No:48** (Marks:1) **Vu-Topper RM**  
\_\_\_ bit is cleared to indicate the low nibble is being sent  
D1  
**D4**
- Question No:49** (Marks:1) **Vu-Topper RM**  
DSR stands for \_\_\_  
**Data set ready**
- Question No:50** (Marks:1) **Vu-Topper RM**  
There are two main types of interrupts namely \_\_\_  
**Hardware interrupts and Software interrupts**
- Question No:51** (Marks:1) **Vu-Topper RM**  
To set the interrupt vector means to change the double word sized interrupt vector within IVT  
**True**  
False
- Question No:52** (Marks:1) **Vu-Topper RM**  
The service number is usually placed in the \_\_\_ register  
AL  
**AH**
- Question No:53** (Marks:1) **Vu-Topper RM**  
The BIOS interrupt \_\_\_ can be used to configure RTC  
**1AH**  
2AH

- Question No:54** (Marks:1) **Vu-Topper RM**  
The interval timer can operate in \_\_\_\_ modes  
Five  
**Six**
- Question No:55** (Marks:1) **Vu-Topper RM**  
\_\_\_\_ is Disk interrupt  
10H  
**13H**
- Question No:56** (Marks:1) **Vu-Topper RM**  
PPI stands for  
**Peripheral Programmable interface**
- Question No:57** (Marks:1) **Vu-Topper RM**  
Int \_\_\_\_ is used to control the printer via the BIOS  
**17H**  
18H
- Question No:58** (Marks:1) **Vu-Topper RM**  
Counter register can be used to divide clock signal  
**True**  
False
- Question No:59** (Marks:1) **Vu-Topper RM**  
DCE stands for \_\_\_\_  
**Data communication equipment**
- Question No:60** (Marks:1) **Vu-Topper RM**  
The bit number \_\_\_\_ of the coprocessor control word is the interrupt enable flag  
7  
8
- Question No:61** (Marks:1) **Vu-Topper RM**  
The output on the monitor is controlled by a controller called \_\_\_\_  
**Video controller**  
Bus controller
- Question No:62** (Marks:1) **Vu-Topper RM**  
The keyboard input character scan code is received at \_\_\_\_ port  
**60H**  
62H

**Question No:63** (Marks:1) **Vu-Topper RM**  
\_\_\_ is LED control byte  
0xFD  
**0xED**

**Question No:64** (Marks:1) **Vu-Topper RM**  
BPB stands for \_\_\_  
**BIOS parameter block**

**Question No:65** (Marks:1) **Vu-Topper RM**  
The function of I/O controller is to provide \_\_\_  
I/O control signals  
**All of the given**

**Question No:66** (Marks:1) **Vu-Topper RM**  
IVT is a table containing \_\_\_ byte entries each of which is a far address of an  
interrupt service routine  
2  
**4**

**Question No:67** (Marks:1) **Vu-Topper RM**  
Each paragraph in keep function is \_\_\_ bytes in size  
4  
**16**

**Question No:68** (Marks:1) **Vu-Topper RM**  
Interrupt 9 usually reads the \_\_\_ from keyboard  
ASCII code  
**Scan code**

**Question No:69** (Marks:1) **Vu-Topper RM**  
The \_\_\_\_\_ function uses the COM port number to receive a byte from the  
COM port using BIOS services.  
Select correct option:  
initialize()  
**recievechar()**

**Question No:70** (Marks:1) **Vu-Topper RM**  
Int \_\_\_\_\_ service 0 can be used to set the line parameter of the UART or COM  
port.  
Select correct option:  
**14H**  
15H

**Question No:71** (Marks:1) **Vu-Topper RM**  
DSR stands for \_\_\_\_\_  
**Data set ready**  
Data service ready

**Question No:72** (Marks:1) **Vu-Topper RM**  
Int 14H \_\_\_\_\_ can be used to set the line parameter of the UART or COM port.  
**Service # 0**  
Service # 1

**Question No:73** (Marks:1) **Vu-Topper RM**  
If printer is \_\_\_\_\_ then printer sends back the ACK signal to the printer interface  
**idle**  
busy

**Question No:74** (Marks:1) **Vu-Topper RM**  
How many interrupts can be addressed via interrupt vector table?  
**256**

**Question No:75** (Marks:1) **Vu-Topper RM**  
The speed of Microprocessor depends upon \_\_\_\_\_.  
**Frequency of clock signal.**

**Question No:76** (Marks:1) **Vu-Topper RM**  
The UART device uses \_\_\_\_\_ for error detection.  
**Parity Bit**

**Question No:77** (Marks:1) **Vu-Topper RM**  
Interrupt \_\_\_\_\_ is empty; we can use its vector as a flag.  
**65 H**

**Question No:78** (Marks:1) **Vu-Topper RM**  
BIOS supports \_\_\_\_\_ UARTS as COM Ports.  
4The Interrupt no. 65H is used \_\_\_\_\_.?  
**Neither by DOS nor by BIOS**

**Question No:79** (Marks:1) **Vu-Topper RM**  
Interrupt 9 is used to read scan code from \_\_\_\_\_.  
**Keyboard**

**Question No:80** (Marks:1) **Vu-Topper RM**  
In interrupt 17H, if DX register contains 2, then I/O will be performed on \_\_\_\_\_.  
**LPT1**

**Question No:81**

**(Marks:1)**

**Vu-Topper RM**

Systems programming is the study of techniques that facilitates the acquisition of \_\_\_\_\_ from input devices.

**Data**

Information

**Question No:82**

**(Marks:1)**

**Vu-Topper RM**

If we are at address F000:0000H, then we are supposed to invoke interrupt(s) for;

**BIOS**

COM4

**Question No:83**

**(Marks:1)**

**Vu-Topper RM**

NMI (Non maskable Interrupt) is used by \_\_\_\_\_ .

**ALU circuitry which performs division**

COM ports

**Question No:84**

**(Marks:1)**

**Vu-Topper RM**

Select correct Top-down approach sequence of layered approach followed for system programming.

Hardware -> Bios -> DOS

**DOS -> Bios -> Hardware**

**Question No:85**

**(Marks:1)**

**Vu-Topper RM**

In text mode, screen has limit to print \_\_\_\_\_ alphabets shown on screen simultaneously.

**2000**

2200

**Question No:86**

**(Marks:1)**

**Vu-Topper RM**

To change the behavior of an interrupt, we have to use function;

**Setvect()**

Getvect()

**Question No:87**

**(Marks:1)**

**Vu-Topper RM**

There are differences in mechanism of invocation of interrupt and event driven procedures.

Yes

**No**

**Question No:88**

**(Marks:1)**

**Vu-Topper RM**

To access disk interrupt \_\_\_\_\_ and its service \_\_\_\_\_ are used.

**13H, 3H**

13H, 12H

**Vu-Topper RM**

**Vu-Topper RM**

**Vu-Topper RM**

**Question No:89**

**(Marks:1)**

**Vu-Topper RM**

The bit \_\_\_\_\_ of Line control register in UART, if set, indicates that the DLL and DLM will act as the divisor register.

7

**Question No:90**

**(Marks:1)**

**Vu-Topper RM**

We have set the bit No. 7 of IMR(Interrupt Mask Register) to unmask the Interrupt so that interrupt \_\_\_\_\_ can occur at \_\_\_\_\_ line.

**0xf,IRQ 7**

0xa, IRQ 6

**Question No:91**

**(Marks:1)**

**Vu-Topper RM**

Interrupt \_\_\_\_\_ is used to get or set the time.

0AH

**1AH**

**Question No:92**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is used to identify the cause of interrupt.

Interrupt Enable register

**Interrupt ID register**

**Question No:93**

**(Marks:1)**

**Vu-Topper RM**

If we want to produce the shrill voice from the speaker phone then we have to load the \_\_\_ divisor value at Port \_\_\_\_\_.

High 0x42

**High0x22**

**Question No:94**

**(Marks:1)**

**Vu-Topper RM**

If we want to produce the grave voice from speaker phone then we have to load the \_\_\_\_\_ divisor values at Port \_\_\_\_\_.

High 0x42

**Low 0x42**

**Question No:95**

**(Marks:1)**

**Vu-Topper RM**

Every ISR (Interrupt Service Routine) should check service number in \_\_\_\_\_ register and then perform the function accordingly?

**AH**

**Question No:96**

**(Marks:1)**

**Vu-Topper RM**

Total No. of bytes that can be stored in Keyboard Buffer is\_\_\_\_\_.

**32**

**Question No:97**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is used to program various common parameters of transfer for all the channels.

## DMA Command Register

**Question No:98** (Marks:1) **Vu-Topper RM**  
In \_\_\_\_\_ each byte is needed to be encapsulated in start and end.  
**Asynchronous communication**

**Question No:99** (Marks:1) **Vu-Topper RM**  
\_\_\_\_\_ No. of bytes are used to store the character in the key board buffer.  
**2**

**Question No:100** (Marks:1) **Vu-Topper RM**  
There are two types of communication; synchronous and anti-synchronous  
**False**

**Question No:101** (Marks:1) **Vu-Topper RM**  
Which of the following register is used, if you want to block access of any  
Hardware?  
**ISR**

**Question No:102** (Marks:1) **Vu-Topper RM**  
LSN of FS Info block is available at \_\_\_\_\_.  
**FAT**

**Question No:103** (Marks:1) **Vu-Topper RM**  
The amount of memory above conventional memory (extended memory) can be  
determined using the service \_\_\_\_\_.  
**15H/88H**

**Question No:104** (Marks:1) **Vu-Topper RM**  
\_\_\_\_\_ is a collection of contagious blocks.  
**Cluster**

**Question No:105** (Marks:1) **Vu-Topper RM**  
The \_\_\_\_\_ service # is not used in any interrupt.  
**FF**

**Question No:106** (Marks:1) **Vu-Topper RM**  
\_\_\_\_\_ is used to identify the cause of interrupt.  
**Interrupt ID register**

**Question No:107** (Marks:1) **Vu-Topper RM**  
In NTFS, FAT and root directory has been replaced by \_\_\_\_\_.  
**MFT**

- Question No:108** (Marks:1) **Vu-Topper RM**  
Boot sector is the \_\_\_\_\_ logical sector of NTFS partition.  
**First**
- Question No:109** (Marks:1) **Vu-Topper RM**  
A cluster is same as block  
**Logically**
- Question No:110** (Marks:1) **Vu-Topper RM**  
DOS has a built-in limit of \_\_\_\_\_ blocks per cluster.  
**128**
- Question No:111** (Marks:1) **Vu-Topper RM**  
Total number of clusters of FAT12 are \_\_\_\_\_.  
**FEE H**
- Question No:112** (Marks:1) **Vu-Topper RM**  
BPB stands for \_\_\_\_\_.  
**BIOS parameter block**
- Question No:113** (Marks:1) **Vu-Topper RM**  
Drive parameter block is derived from \_\_\_\_\_.  
**BPB**
- Question No:114** (Marks:1) **Vu-Topper RM**  
Control information about files is maintained using \_\_\_\_\_.  
**FCB**
- Question No:115** (Marks:1) **Vu-Topper RM**  
In FAT32, lower \_\_\_\_\_ bits are used.  
**28 bits**
- Question No:116** (Marks:1) **Vu-Topper RM**  
The service \_\_\_\_\_ is called the keyboard hook service.  
**15H/FFH**
- Question No:117** (Marks:1) **Vu-Topper RM**  
To store a cluster in FAT32 \_\_\_\_\_ is/are needed.  
**4 Bytes**
- Question No:118** (Marks:1) **Vu-Topper RM**  
\_\_\_\_\_ structure is a tree like structure.  
**DOS Directory**

**Question No:119** (Marks:1) **Vu-Topper RM**  
File can be \_\_\_\_\_ viewed as organization of data.  
**Logically**

**Question No:120** (Marks:1) **Vu-Topper RM**  
Control word controls the \_\_\_\_\_ rate of keyboard.  
**Type matrix**

**Question No:121** (Marks:1) **Vu-Topper RM**  
Size of FS Info block is \_\_\_\_\_  
**512 bytes**

**Question No:122** (Marks:1) **Vu-Topper RM**  
The accumulative time that is required to access the selected block is called  
\_\_\_\_\_  
**Access time**

**Question No:123** (Marks:1) **Vu-Topper RM**  
At IRQ7 Interrupt # \_\_\_\_\_ is used.  
**x0F**

**Question No:124** (Marks:1) **Vu-Topper RM**  
\_\_\_\_\_ is the first block on disk  
**LBA=0 block**

**Question No:125** (Marks:1) **Vu-Topper RM**  
RESG is a\_\_\_\_\_  
**Union**

**Question No:126** (Marks:1) **Vu-Topper RM**  
Operating system information is in a special block on disk which is called\_\_\_\_\_  
**Boot block**

**Question No:127** (Marks:1) **Vu-Topper RM**  
In the context of COM ports. AH register is treated as a\_\_\_\_\_  
**Line status register**

**Question No:128** (Marks:1) **Vu-Topper RM**  
\_\_\_\_\_register is used to store interrupt service number.  
**AL**