

1. The shift logical right operation inserts
2. After the execution of "PUSH AX" statement
3. The extended ASCII has 256 characters
4. **The iAPX88 processor supports _____ modes of memory access.**
5. In STOS instruction, the implied source will always be in AL or AX registers
6. The maximum memory, IAPX88 can access is_____.
7. The registers IP, SP, BP, SI, DI, and BX all can contain a _____offset.
8. In the "mov ax, 5" 5 is the _____ operand.
9. In MUL instruction if the source operand is a word then it is multiplied by register
10. The prevalent and standard format for representation of characters in computers is
11. which bit sets the character "blinking" on the screen?
12. "mov byte [num1], 5" is _____ instruction.
13. _____ can process blocks of data in one go.
14. In string instructions, CX is always
15. STOS transfers a byte or word from register AL or AX to the string element addressed by
16. The execution of the instruction "mov word [ES : 0], 0x0741" will print character "A" on screen, color of the character will be
17. In A4FB:4872 Segment:offset pair the physical address is (both segment and offset are in hexadecimal): A9822
18. Which of the following operations relating to PUSH is true?
19. If the decimal number "35" is shifted by two bits to left, the new value will be _____
20. Which of the following flags will be affected by MOVS?B?
21. **Explain the function of rotate right (ROR) instruction**

The rotate right (ROR) and rotate through carry right (RCR) instructions shift all the bits toward less significant bit positions, except for the least-significant bit, which is rotated to the most-significant bit location

22. Why REP prefix is generally not used with LODS instruction?

The lods instruction is unique among the string instructions. We will never use a repeat prefix with this instruction. Because it copies the byte or word pointed at by ds:si into the al, ax, or eax register, after which it increments or decrements the si register by one, two, or four. Repeating this instruction via the repeat prefix would serve no purpose whatsoever since the accumulator register will be overwritten each time the lods instruction repeats. At the end of the repeat operation, the accumulator will contain the last value read from memory.

23. Write all steps of algorithm for printing number 352.

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In this technique the first digit printed is the right most one

Divide the number by base (10 in case of decimal)..The remainder after first division was 3, after second division was 5 and after the third division was 2.

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- The remainder is its right most digit
- Convert the digit to its ASCII representation
- Save this digit on stack
- If the quotient is non-zero repeat the whole process to get the next digit, otherwise stop.
- Pop digits one by one and print on screen left to right. Stack is a Last In First Out structure so if 3, 5, and 2 are pushed on it, 2, 5, and 3 will come out in this order.

24. What are the result after performing the instruction (each carry 1 marks)

1. **and ax,bx**
2. **or ax,bx**
3. **xor ax,bx**

Given that ax = 00110011 and bx = 00010001

25. Describe Local Variables?

A local variable is valid within the statement block in which it is defined and within any nested statement blocks, unless you redefine the variable within the statement block.

Local variables should be created when the subroutine is called and discarded afterwards. So that the spaced used by them can be reused for the local variables of another subroutine. They only have meaning inside the subroutine and no meaning outside it.

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It is important role of the stack to create local variables that are only needed while the subroutine is in execution and not afterwards. They should not take permanent space like global variables.

The most convenient place to store these variables is the stack. We need some special manipulation of the stack for this task. We need to produce a gap in the stack for our variables.

Are valid only for the duration of the SPL routine

Are reset to their initial values or to a value the user passes to the routine, each time the routine is executed

Cannot have default values

26. Explain the complete operation of Interrupt when it is generated.

Interrupt is the result of an INT instruction (software interrupt) or it is generated by an external hardware which passes the interrupt number by a different mechanism. The currently executing instruction is completed, the current value of FLAGS is pushed on the stack, then the current code segment is pushed, then the offset of the next instruction is pushed. After this it automatically clears the trap flag and the interrupt flag to disallow further interrupts until the current routine finishes. After this it loads the word at $nx4$ in IP and the word at $nx4+2$ in CS if interrupt n was generated. As soon as these values are loaded in CS and IP execution goes to the start of the interrupt handler. When the handler finishes its work it uses the IRET instruction to return to the caller. IRET pops IP, then CS, and then FLAGS. The original value of IF and TF is restored which re-enables further interrupts

Stack is a _____ that behaves in a first in last out manner.

- Program
- data structure
- Heap
- None of the Given

The physical address of the stack is obtained by

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

Foreground and background parameter will be

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

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The clear screen operation initialize whole block of memory

- 0741
- 0417
- 0714
- 0174

In STOSB instruction, when DF is Set, SI is

- Incremented by 1
- Incremented by 2
- Decrement by 1 (Not confirmed)
- Decrement by 2

Assembly language is:

- Low-level programming language
- High-level programming language
- Also known as machine language
- Not considered closer to the computer

A 32 Bit processor has accumulator of -----

- 8 bit
- 16 bit
- 32 bit
- 64 bit

To transfer control back the RET instruction take

- 1 argument
- 1 argument
- 3 arguments
- No arguments

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RET is executed, it recovers the values from

- Register
- Stack
- Data segment
- Code segment

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

The prevalent convention in most high level languages is stack clearing by the

- Caller
- Callee
- RET
- Stack

After execution of JCXZ instruction CX will changed with flag affect.

- CF
- OF
- DF
- None of Above

Execution of the instruction "mov word [ES : 0], 0x0741" will print

- "A" appear on the top left of screen
- "A" appear on the top right of screen
- "A" appear on the center of screen
- "A" appear on the bottom left of screen

if contains decimal -2 and BX contains decimal 2 then after the execution of instructions:

CMP AX, BX

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JA label

- Jump will be taken
- Zero flag will set
- ZF will contain value -4
- Jump will not be taken

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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

If D is "35" is shift to left 2 bits the new value

- 35
- 70
- 140
- 17

Execution of the instruction "mov word [ES : 0], 0x1230" will print the character color will

- Green
- White
- Red
- Black

Q#21 Mark 2

What are the instructions used by assembly language for permanent and temporary diversions.

Q#22 Mark 2

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Which instruction is used to determine zero bit in string.

Q#23 Mark 3

Explain the use of TEST instruction.

The test instruction is used for bit testing. BX holds the mask and in every next iteration it is shifting left, as our concerned bit is now the next bit.

Q#24 Mark 3

Explain LES and LDS

The string instructions need source and destination in the form of a segment offset pair. LES and LDS load a segment register and a general purpose register from two consecutive memory locations. LES loads ES while LDS loads DS. Both instructions has two parameters, one is the general purpose register to be loaded and the other is the memory location from which to load these registers. The major application of these instructions is when a subroutine receives a segment offset pair as an argument and the pair is to be loaded in a segment and an offset register.

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Q#25 Mark 5

Describe local variables.

Another important role of the stack is in the creation of local variables that are only needed while the subroutine is in execution and not afterwards. They should not take permanent space like global variables. Local variables should be created when the subroutine is called and discarded afterwards. So that the space used by them can be reused for the local variables of another subroutine. They only have meaning inside the subroutine and no meaning outside it.

The most convenient place to store these variables is the stack. We need some special manipulation of the stack for this task. We need to produce a gap in the stack for our variables. This is explained with the help of the swapflag in the bubble sort example.

The swapflag we have declared as a word occupying space permanently is only needed by the bubble sort subroutine and should be a local variable. Actually the variable was introduced with the intent of

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making it a local variable at this time. The stack pointer will be decremented by an extra two bytes thereby producing a gap in which a word can reside. This gap will be used for our temporary, local, or automatic variable; however we name it. We can decrement it as much as we want producing the desired space, however

the decrement must be by an even number, as the unit of stack operation is a word. In our case we needed just one word. Also the most convenient position for this gap is immediately after saving the value of SP in BP. So that the same base pointer can be used to access the local variables as well; this time using negative offsets. The standard way to start a subroutine which needs to access parameters and has local variables is as under.

```
push bp
```

```
mov bp, sp
```

```
sub sp, 2
```

The gap could have been created with a dummy push, but the subtraction makes it clear that the value pushed is not important and the gap will be used for our local variable. Also gap of any size can be created in a single instruction with subtraction. The parameters can still be accessed at bp+4 and bp+6 and the swapflag can be accessed at bp-2. The subtraction in SP was after taking the snapshot; therefore BP is above the parameters but below the local variables. The parameters are therefore accessed using positive offsets from BP and the local variables are accessed using negative offsets.

Question No: 1 (Marks: 1) - Please choose one

To transfer control back the RET instruction take

- 1 argument
- 1 argument

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- 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 to the destination location.
Destination location always lies in

DS:SI

DS:DI

ES:SI

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ES:DI

Question No: 4 (Marks: 1) - Please choose one

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 (Marks: 1) - Please choose one

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

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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

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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

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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

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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

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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

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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: 17 (Marks: 1)

Write any two control instructions.

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Question No: 18 (Marks: 1)

RET instruction take how many arguments

Question No: 19 (Marks: 2)

Explain the fuction of rotate right (ROR) instruction

Question No: 20 (Marks: 2)

Describe the PUSH function

Question No: 21 (Marks: 3)

Write down the names of four segment registers?

Question No: 22 (Marks: 3)

For what purpose "INT 4" is reserved?

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Question No: 23 (Marks: 5)

Given that $[BX+0x0100]$ $BX=0x0100$

$Ds=0xFFFF0$

Calculate the physical address

Question No: 1 (Marks: 1) - Please choose one

_____ The
physical address of the stack is obtained by

SS:SP combination

SS:SI combination

SS:SP combination

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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 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

Character color on the screen

The dimensions of the screen

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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

Decrement CX by 1

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

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Compare

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Compare

Question No: 6 (Marks: 1) - Please choose one

Index registers are used to store _____

Address

Both data and addresses

Question No: 7 (Marks: 1) - Please choose one

_____ The bits of the _____ work independently and individually

flags register

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

Add 0x30 in the digit

Subtract 0x30 from the digit

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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

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

AL

AX

AL

AH

DX

Question No: 11 (Marks: 1) - Please choose one

Which mathematical operation is dominant during the execution of SCAS instruction

Division

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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

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 (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

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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)

3

0

1

2

3

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Question No: 16 (Marks: 1) - Please choose one

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

3

3

4

5

6

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

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Operating system organize data in the form of

- Folder
 - Batch file
 - **File**
 - None of above
-
-

.....

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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

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- 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

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- 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

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- **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.**

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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

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▶ **ISR**

▶ IRS

▶ ISP

▶ IRT

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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

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- ▶ 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

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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

_____ DIV
When the operand of DIV instruction is of 16 bits then implied dividend will be of

▶ 8 bits

▶ 16 bits

▶ **32 bits**

▶ 64 bits

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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

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▶ 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**

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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

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► Blue

Question No: 1 ___(Marks: 1) - Please choose one

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 ___(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

1. **Stack segment**
2. Code segment
3. Data segment
4. 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

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1. 16 bits rotation
2. 1 bit rotation
3. 17 bits rotation
4. 8 bits rotation

Question No: 4__ (Marks: 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 (Marks: 1) - Please

choose one

An 8 x 16 font is stored in.....Bytes

1. 2
2. 4
3. 8
4. 16

Question No: 6 (Marks: 1) - Please

INT 10 is used for.....services.

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1. RAM
2. Disk
3. BIOS video
4. DOS video

Question No: 7 __ (Marks: 1) - Please choose one

Priority of IRQ 0 interrupt is

1. medium
2. high
3. highest
4. low

Question No: 8 __ (Marks: 1) - Please choose one

Threads can have function calls, parameters and _____ variables.

1. global
2. local
3. legal
4. illegal

Question No: 9 __ (Marks: 1) - Please choose

one How many prevalent calling conventions do.....exist

1. 1
 2. 2
 3. 3
 4. 4
-
-

Question No: 10 (Marks: 1) - Please choose

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one In 9pin DB 9 DSR is assigned on pin number

1. 4
2. 5
3. 6
4. 7

Question No: 11

(Marks: 1) - Please

choose one In 9pin DB 9 CTS is assigned on pin
number

1. 6
2. 7
3. 8
4. 9

Question No: 12__ (Marks: 1) - Please choose one

In 9pin DB 9 CD is assigned on pin number

1. 1
2. 2
3. 3
4. 4

Question No: 13__ (Marks: 1) - Please choose one

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In 9pin DB 9 RD is assigned on pin number

- 1
- 2
- 3
- 4

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Question No: 14 __ (Marks: 1) - Please choose one

in device attribute word which of the following bit decides whether it is a character

1. device or a block device
2. Bit 12 Bit 13
3. Bit 14
4. 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.....(wrong question) The implied source will always be in AL or AX. If DF is clear, DI will be

incremented by one or two depending of whether STOSB or STOSW is used.

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If DF is set DI will be decremented by one or two depending of whether STOSB or STOSW is used.....if we put DI here instead of SI again its confusing

1. Incremented by 1
2. Incremented by 2
3. Decrement by 1
4. Decrement by 2

Question No: 17 (Marks: 1) - Please choose one The

Process of sending signals back and forth is called

1. Activity
2. Hand-shaking
3. Interruption
4. 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

1. Divide overflow interrupt
2. Debug interrupt
3. Arithmetic overflow interrupt
4. Change of sign interrupt

Question No: 19 (Marks: 1) - Please choose one

Which of the following IRQs is derived by a timer device?

1. IRQ 0
2. IRQ 1
3. IRQ 2

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4. IRQ 3

Question No: 20 __ (Marks: 1) - Please choose one

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 __ (Marks: 1) - Please choose one

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 __ (Marks: 1) - Please

choose one

An End of Interrupt (EOI) signal is sent by

1. Handler
2. Processor
3. IRQ
4. PIC

Question No: 23 __ (Marks: 1) - Please choose one

The source registers in OUT is

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1. AL or AX
 2. BL or BX
 3. CL or CX
 4. 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

1. 19
 2. 20
 3. 21
 4. 22
-
-

Question No: 25 (Marks: 1) - Please choose one

The number of pins in a parallel port connector are?

1. 25
 2. 30
 3. 35
-
-

Question No: 26 (Marks: 1) - Please choose one

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 __ (Marks: 1) - Please choose one

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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 __ (Marks: 1) - Please choose one

A 32bit address register can access uptoof memory so memory access has increased a lot.

1. 2GB
2. 4GB
3. 6GB
4. 8GB

Question No: 29 __ (Marks: 1) - Please choose one

In NASM an imported symbol is declared with thewhile 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 (Marks: 1) - Please choose

one Single step interrupt is

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1. Hardware interrupt
2. Like divide by zero interrupt
3. Like divide by 1 interrupt
4. Software interrupt

Question No: 31 __ (Marks: 1)

Which services are gained by INT 0x16

Solution:

Hardware interrupt

Like divide by zero interrupt

Like divide by 1 interrupt

Software interrupt

Question No: 32 (Marks: 1

Give the name of any one VESA service

- Hardware interrupt
- Like divide by zero interrupt
- Like divide by 1 interrupt
- Software interrupt

Question No: 33 (Marks: 2)

INT 14 - SERIAL - READ CHARACTER FROM PORT

By using above port what do AH,AL and DX show here?

- Hardware interrupt

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- Like divide by zero interrupt
- Like divide by 1 interrupt
- Software interrupt

Question No: 34 (Marks: 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
- Software interrupt

Question No: 35 (Marks: 3)

Define the protected mode

Solution:

- Hardware interrupt
- Like divide by zero interrupt
- Like divide by 1 interrupt
- Software interrupt

Question No: 36 (Marks: 3)

Write a program in assembly language to disable keyboard interrupt using PIC mask register

Hint: Only five instructions are needed

Solution:

- Hardware interrupt
- Like divide by zero interrupt
- Like divide by 1 interrupt
- Software interrupt

Question No: 37 (Marks: 3)

Read the following passage carefully and fill the blanks with proper words.

Note: Don't rewrite the passage just write the words in same order.

"BIOS sees the disks as a combination of sectors, tracks, and....., as a raw storage device without concern to whether it is reading a file or directory.

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..... provides the simplest and most powerful interface to the storage medium. However this raw storage is meaningless to the user who needs to store his files and organize them into..... . "

Solution:

- Hardware interrupt
 - Like divide by zero interrupt
 - Like divide by 1 interrupt
 - Software interrupt
-

Question No: 1 (Marks: 1)

- Please choose one

Sun SPARC Processor has a fixed _____ instruction size.

1. 16bit
2. 32bit
3. 64bit
4. 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.

1. RET instruction
2. CALL instruction
3. POP instruction
4. Jump instruction

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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

1. segment descriptor
2. segment selector
3. global descriptor table
4. protected register

Question No: 5 (Marks: 1)

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- Please choose one

FS and GS are two _____ in protected mode.

1. segment registers
2. segment selectors
3. stack pointers
4. register pointers

Question No: 6 (Marks: 1)

- Please choose one

IRQ 0 interrupt have _____ priority

1. low
2. medium
3. highest
4. lowest

Question No: 7 (Marks: 1)

- Please choose one

IDT stands for _____.

1. interrupt descriptor table
2. individual descriptor table
3. inline data table
4. interrupt descriptor table

Question No: 8 (Marks: 1)

- Please choose one

Every bit of line status in serial port conveys _____ information.

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1. different
2. same
3. partial
4. full

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Question No: 9 (Marks: 1)

- Please choose one

There are total _____ bytes in a standard floppy disk.

1. 1444k
2. 1440k
3. 1280k
4. 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)

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=====

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

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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

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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

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- 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

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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 than 25 old

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- 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

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- 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

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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

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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) : efective
- 4) : None of the Given

Correct Option : 1 From : Lecture 4

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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

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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

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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

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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

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- 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

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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

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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

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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

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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

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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.

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1) : PUSH

2) : POP

3) : CALL

4) : Rrgister

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

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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, 0x62, 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

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_____ quotient in AX

1) : 16bit

2) : 17bit

3) : 32bit

4) : 64bit

Correct Option : 1 From : Lecture 17

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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

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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

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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

INT 2_____, NMI-Non Maskable Interrupt (**option is not given**)

1) : INT 0

2) : INT 1

3) : INT 3

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4) : INT 0

Correct Option : 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

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

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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 : 2 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

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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 _____ **(sar can also be fix here as it is the other name of shl)**

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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) : opeations

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

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_____ 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.

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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

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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 _____.

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- 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 : 1 From : Lecture 3

Question # 37

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_____ 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

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The maximum memory iAPX88 can access is_____.

- 1) : 1MB
- 2) : 2MB
- 3) : 3MB
- 4) : 128MB

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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) : efective
- 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

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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 : 2 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

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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 : 2 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

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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

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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

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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 _____

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- 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 fot 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 _____.

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- 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

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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

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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

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3) : CALL

4) : RET

Correct Option : 1 From : Lecture 14

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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) : Register

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 _____

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- 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

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

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- 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 can't 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

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- 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**

One screen location corresponds to a

Byte

Word

Double byte

Double word

After the execution of “`PUSH AX`” statement

AX register will reside on the stack

A copy of AX will go on the stack

The value of AX disappear after moving on stack

Stack will send an acceptance message

physical address of the stack is obtained by

SS:SP combination

SS:SI combination

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SS:SP combination

ES:BP combination

ES:SP combination

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

0005

0117

Num1

1701

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

The shift logical right operation inserts

A zero at right

A zero at left

A one at right

A one at right

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REP will always

Increment CX by 1

Increment CX by 2

Decrement CX by 1

Decrement CX by 2

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

First decremented and then element copied on to the stack

First incremented and then element copied on to the stack

Decrement after the element copied on to the stack

Incremented after the element copied on to the stack

assembly the CX register is used normally as a _____ register.

source

counter

index

pointer

Which is the unidirectional bus ?

(I) Control Bus

(II) Data Bus

(III) Address Bus

I only

II only

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III only

I and II only

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The basic function of SCAS instruction is to

Compare

Scan

Sort

Move data

_____ register holds the address of next instruction is to be executed

Base pointer

Program counter

JC and JNC test the _____ flag.

carry

In string manipulation whenever an instruction needs a memory source, which of the following will hold the pointer to it?

ES: DI

which bit sets the character "blinking" on the screen?

7

If we want to divide a signed number by 2, this operation can better be accomplished by

SAR

After the execution of STOSWB, the CX will be.....

Decrement by 1

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

The character code

In a video memory, each screen location corresponds to

Two bytes

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