

# CS401 CURRENT QUIZ

GRAND QUIZ



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## TODAY CS401 Solved Grand Quiz 2021

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

**Direct**

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

**FAR**

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

**16, 32**

SHL and SAL are same

**True**

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

**Subtraction**

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

**JO**

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

**First, second**

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

**Logical**

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

**AND AX,FF00**

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

**8**

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

**Stack**

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

**CALL**

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

**A Register**

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

**JNP**

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

**25, 40**

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

**Interrupt Vector table**

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

**Two**

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

**PUSH**

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

**ZERO**

Which of the following is the extension of object file?

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**.exe**

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

**8088**

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

**CX**

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

**FLAGS**

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

**cleared**

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

**Stack**

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

**indexed**

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

**0500**

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

**DECREMENTED**

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

**cld**

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

**shift logical right operation**

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

**14**

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

**SP**

For example the clear screen operation initializes this whole block to **0/0720.**

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

**Far**

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

**P**

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

**Seven**

In general the memory cell cannot be wider than the width of the **data bus.**

BP the default segment used is

**SS.**

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

**Incrementing**

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

**Direct**

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

How many are the functions of a register.

**Two**

B80500, B8 was the opcode and  
**0500**

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

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

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

**control bus.**

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

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

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

**FLAGS.**

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

**Destination**

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

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

**LODS**

The instructions for permanent diversion in intel 8088 is

**jmp**

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

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

**DEC**

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

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

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

**Out**

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

**16 bits**

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

**SCAS**

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

**AND**

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

**0F**

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

**2**

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

**AND**



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

OR operation in assembly

**“or ax, bx”**

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

**16**

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

**Destination**

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

**16**

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

**Two**

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

**trap flag**

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

**the AX register**

The iAPX88 architecture consists

**of 14 registers..**

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

**SP**

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

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

**Seven**

memory cell cannot be wider than the width of  
**the data bus.**

BP is attached to SS by default

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

**Incrementing**

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

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

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

**0500**

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

✓ 0x0010

✓ **0x0100**

✓ 0x1000

✓ 0x0000

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

✓ 12

✓ 14

✓ **16**

✓ 18

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One screen location corresponds to a

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

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

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

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

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

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

Instruction: CMP AX, BX, JA label

- ✓ Jump will be taken
- ✓ Zero flag will set
- ✓ 2F will contain value -4
- ✓ **Jump will not be taken**

Only instructions allow moving data from memory to memory.

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

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

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

mov ax,5 has

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

The physical address of the stack is obtained by

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

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

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

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

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

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

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

The instruction ADC has \_\_\_\_\_ Operand(s)

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- ✓ 0
- ✓ 1
- ✓ 2
- ✓ 3

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

- ✓ 3
- ✓ 4
- ✓ 5
- ✓ 6

In STOS instruction, the implied source will always be in

✓ **AL or AX registers**

- ✓ DL or DX registers
- ✓ BL or BX registers
- ✓ CL or CX registers

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

- ✓ **AX**
- ✓ BX
- ✓ CX
- ✓ DX

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

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

To transfer control back the RET instruction take

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

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

- ✓ 6
- ✓ **7**
- ✓ 8
- ✓ 9

The basic function of SCAS instruction is to

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

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

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

To convert any digit to its ASCII representation

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

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

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

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

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

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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**

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

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

The clear screen operation initializes whole block of video memory to

- ✓ 0417
- ✓ 0714
- ✓ **0721**
- ✓ 0174

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

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

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

- ✓ **Db**
- ✓ dw
- ✓ dd
- ✓ dq

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