## Computer Organization and Architecture

Class: SEIT AY: 2018-19 (Sem-1)
MCQ's on Unit-1 Computer Evolution, Performance Measurement \& Arithmetic
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* indicates questions for reference only \& not included in syllabus

| Sr.No. | Question | Option a | b | c | d |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | First electronic computer was constructed using $\qquad$ | Vaccum tubes | Transistors | IC's | VLSI |
| 2 | the first computer constructed using vaccum tubes was | EDVAC | ENIAC | EDIAC | None of these |
| 3 | Weight of ENIAC is ___ tons | 20 | 40 | 10 | 30 |
| 4 | $\qquad$ contains more than $\qquad$ vaccum tubes | $\begin{gathered} \hline \text { EDVAC, } \\ 17600 \end{gathered}$ | $\begin{gathered} \hline \text { EDVAC, } \\ 18000 \end{gathered}$ | $\begin{gathered} \hline \text { ENIAC,180 } \\ 00 \\ \hline \end{gathered}$ | $\begin{gathered} \hline \text { ENIAC,176 } \\ 00 \end{gathered}$ |
| 5 | Which one was is the decimal machine | EDVAC | ENIAC | EDIAC | None of these |
| 6 | what is the capacity of addition of ENIAC machine | $\begin{array}{\|c} \hline 2000 \\ \text { additions/s } \\ \text { ec } \end{array}$ | $\begin{array}{\|c} \hline 3000 \\ \text { additions/s } \\ \text { ec } \end{array}$ | $\begin{array}{\|c} \hline 4000 \\ \text { additions/s } \\ \text { ec } \end{array}$ | $\begin{array}{\|c} \hline 5000 \\ \text { additions/s } \\ \text { ec } \end{array}$ |
| 7 | stores program \& data in separate memory | EDVAC | ENIAC | EDIAC | None of these |
| 8 | stores program \& data in same memory | EDVAC | ENIAC | EDIAC | None of these |
| 9 | Capacity of fast memory of EDVAC is | 1000K | 1012K | 1024K | 1042K |
| 10 | Capacity of slow memory of EDVAC is | 10 | 20 | 30 | 40 |
| 11 | Second generation of computers based on | Vaccum tubes | Transistors | IC's | VLSI |
| 12 | Third generation of computers based on | Vaccum tubes | Transistors | IC's | VLSI |
| 13 | the computers after third generation based on | Vaccum tubes | Transistors | IC's | VLSI |
| 14 | How many types of architectures are available, for designing a device that is able to work on its own? | 3 | 2 | 1 | 4 |
| 15 | Which architecture is followed by general purpose microprocessors? | Harvard architectur | umann arch | None of the | All of the above |
| 16 | Which architecture involves both the volatile and the n | Harvard architectur e | umann arch | $\qquad$ | All of the above |
| 17 | Which architecture provides separate buses for progra | Harvard architectur e | umann arch | $\begin{gathered} \text { None of } \\ \text { the } \\ \text { mentioned } \end{gathered}$ | All of the above |


| 18 | *Which microcontroller doesn't match with its architec | Microchip PICHarvard | MSP430Harvard | ARM7- Von Neumann | ARM9Harvard |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 19 | Harvard architecture allows: | pgram and d | Piprlining | complex architectur e | all of the mentioned |
| 20 | *Which out of the following supports Harvard architecture? | ARM7 | Pentium | SHARC | all of the mentioned |
| 21 | *Why most of the DSPs use Harvard architecture? | de greater l | they provide more predictable bandwidth | they provide greater bandwidth \& also more predictable bandwidth | $\begin{gathered} \text { none of } \\ \text { the } \\ \text { mentioned } \end{gathered}$ |
| 22 | Which of the architecture saves memory? | Harvard | Von Neumann | Harvard \& Von Neumann | None of the mentioned |
| 23 | PC is madeto point ___ instruction of the program | first | second | next | all |
| 24 | CPU fetctes the instruction pointed by | MR | MAR | MBR | PC |
| 25 | CPU interacts with memory through | MAR,MBR | MAR, DR | MBR, DR | All of these |
| 26 | MAR provides | address of memory location | data at memory location |  <br> data of memory location | none of these |
| 27 | DR acts as buffer storage between | cache \& main memory | main memory \& CPU | CPU \& cache memory | none of these |
| 28 | Identify the interconnection structures | Linear | Mesh | Ring | All of these |
| 29 | Identify the interconnection structures | Star | Hypercube | Complete | All of these |
| 30 | the strcture with n nodes has ___ dedicated buses | $n *(n-1)$ | $\mathrm{n}^{*}(\mathrm{n}+1)$ | $n *(n-1) / 2$ | $n *(n+1) / 2$ |


| 31 | Machine capability can be enhanced with | better hardware technology | Innovative architectur al features | Efficient resource manageme nt | all of these |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 32 | A program can be made efficient | with better algorithm | with better <br> data <br> structure | Language efficiency | all of these |
| 33 | A program can be made efficient | with better algorithm | with better data structure | Compiler technolgy | all of these |
| 34 | CPI (Cycles per instruction) depends on | machine | Program | both a \& b | none of these |
| 35 | MIPS rate varies with respect to | Clock rate | Instruction count | CPI | All of the above |
| 36 | binary representation of -7 is | 111 | 1001 | 1101 | 1011 |
| 37 | Which of the following is used for binary multiplication | ing Multipli | Booth's Algorithm | Pascal's Rule | Digit-bydigit multiplicati on |
| 38 | One extra bit is added on the left of a binary number, in case of Binary Multiplication using Booth's Algorithm. | TRUE | FALSE |  |  |
| 39 | Booth's Algorithm is applied on | decimal numbers | binary numbers | hexadecim al numbers | octal <br> Numbers |
| 40 | If Booth's Multiplication is performed on the numbers $22 * 3$, then what is 3 referred to as | accumulator | multiplican d | quotient | multiplier |
| 41 | What is the default value of accumulator in booth's multiplication of two 4-bit binary numbers? | 0 | 1 | 0000 | 00000 |
| 42 | What is the value of n in multiplication of 110* 1000 ? | 2 | 3 | 4 | 0 |
| 43 | What will be the value obtained after multiplication of $(-2)$ * (-3) using Booth's Algorithm? | (-6) | 6 | (-2) | (-3) |
| 44 | in multiplication of $-7 \&-3$ using booth's algorithm what is the value of accumulator after cycle 3 | 1110 | 0101 | 0010 | 0001 |
| 45 | in multiplication of $-7 \&-3$ using booth's algorithm what is the value of $Q$ initially | 0011 | 1101 | 1110 | 0111 |
|  | in multiplication of $-7 \&-3$ using booth's algorithm what is the value of $Q$ after cycle 2 | 1110 | 0111 | 1011 | 0101 |


| 47 | In Booth's algorithm when the value of $\mathrm{Q}_{0} \mathrm{Q}_{-1}$ is 00 then | AC=AC+M | AC=AC-M | Arithmetic <br> shift Right $\mathrm{AC}, \mathrm{Q}^{2}, \mathrm{Q}_{-1}$ | shift Right $A C, Q_{,} Q_{-1}$ |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 48 | In Booth's algorithm when the value of $\mathrm{Q}_{0} \mathrm{Q}_{-1}$ is 01then 01then | $A C=A C+M$ | $\mathrm{AC}=\mathrm{AC}-\mathrm{M}$ | Arithmetic shift Right $A C, Q_{,} Q_{-1}$ | shift Right $\mathrm{AC}, \mathrm{Q}_{1}, \mathrm{Q}_{-1}$ |
| 49 | In Booth's algorithm when the value of $\mathrm{Q}_{0} \mathrm{Q}_{-1}$ is 10 then | AC=AC+M | AC=AC-M | Arithmetic shift Right $A C, Q_{1} Q_{-1}$ | shift Right $\mathrm{AC}, \mathrm{Q}_{\mathrm{C}}, \mathrm{Q}_{-1}$ |
| 50 | *Which method/s of representation of numbers occupies a large amount of memory than others? | Signmagnitude | 1's compleme nt | 2's compleme nt | $\begin{gathered} \text { 1's \& 2's } \\ \text { complimen } \\ t \end{gathered}$ |
| 51 | *Which representation is most efficient to perform arithmetic operations on the numbers? | Signmagnitude | 1's compleme nt | $\qquad$ | $\begin{gathered} \hline \text { 1's \& 2's } \\ \text { complimen } \\ \mathrm{t} \end{gathered}$ |
| 52 | Which method of representation has two representations for ' 0 '? | Signmagnitude | 1's compleme nt | 2's compleme nt | $\begin{gathered} \text { 1's \& 2's } \\ \text { complimen } \\ \mathrm{t} \end{gathered}$ |
| 53 | *The processor keeps track of the results of its operations using a flags called $\qquad$ | Conditional code flags | Test output flags | Type flags | None of the mentioned |
| 54 | Which architecture has higher speed? | Harvard | Von Neumann | both a \& b | Noneof these |
| 55 | *What is the long form of IAS | Institute of Advance Studies | Institute of Advance Study | Institute of Automatic Studies | Noneof these |
| 56 | *Which kind of number system is used by IAS ? | Decimal | Binary | Hex | Octal |
| 57 | What is function of MAR ? | Read/write a word form memory | Specify an address of memory | Contains the 8 <br> bit op code | Store address of next instruction |
| 58 | What is function of MBR ? | Read/write a word form memory | Specify an address from me mory | Contains <br> the 8 <br> bit op <br> code | Store address of next instruction |
|  | Which register pair holds the result of multiplication operation? | AC,MQ | MQ,AC | AC,PC | PC,AC |


| 60 | *What types of memories are used in second generation computers? | Magne <br> tic core memories | Semicondu ctor memories | Optical memories | All of these |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 61 | What types of memories are used in third generation computers? | Magne tic core memories | Semicondu ctor memories | Optical memories | All of these |
| 62 | Which is first microprocessor developed by Int el? | 4004 | 8008 | 8086 | 8080 |
| 63 | Which is first general purpose microprocessor developed by Intel? | 4004 | 8008 | 8086 | 8080 |
| 64 | In Booth's algorithm, for Multiplier <br> =1000 and Multiplicand <br> $=1100$. How many number of cycles are required to get the correct multiplication result? | 4 | 5 | 3 | 6 |
| 65 | ```In Booth 's algorithm, for Multiplier =100 and Multiplicand \(=1100\). How many number of cycles are required to get the correct multiplication result?``` | 4 | 5 | 3 | 6 |
| 66 | In Booth's algorithm, for <br> Multiplier <br> $=10000$ and <br> Multiplicand <br> $=1100101$. How <br> much number <br> of cycles are required to <br> get the correct multiplication result? | 4 | 5 | 3 | 6 |
| 67 | In Booth's algorithm, for Multiplier=10000 and Multiplicand $=1100101$. What will be the size of A register? | 4 | 5 | 3 | 6 |
| 68 | In Booth's algorithm, for Multiplier=100 and Multiplicand=1100. What will be the size of A register? | 4 | 5 | 3 | 6 |
| 69 |  |  |  |  |  |

For more MCQ's visit: https://studyres.com/doc/2926616/mcq-unit-i--computer-organization

Answer Key

| 1 | a | 21 | C | 41 | d |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 2 | b | 22 | b | 42 | c |
| 3 | d | 23 | a | 43 | b |
| 4 | C | 24 | d | 44 | C |
| 5 | b | 25 | b | 45 | b |
| 6 | d | 26 | a | 46 | b |
| 7 | b | 27 | b | 47 | C |
| 8 | a | 28 | d | 48 | a |
| 9 | c | 29 | d | 49 | b |
| 10 | b | 30 | C | 50 | a (one bit used up to store the sign.) |
| 11 | b | 31 | d | 51 | C |
| 12 | c | 32 | d | 52 | a |
| 13 | d | 33 | d | 53 | a |
| 14 | b (Von neumann \& harward) | 34 | c | 54 | b |
| 15 | b | 35 | d | 55 | a |
| 16 | a | 36 | b | 56 | b |
| 17 | a | 37 | b | 57 | b |
| 18 | b(MSP430 supports Von Neumann architecture.) | 38 | a | 58 | a |
| 19 | d | 39 | b | 59 | a |
| 20 | c | 40 | d | 60 | a |


| 61 | b | 62 | a | 63 | b |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 64 | a | 65 | c | 66 | b |
| 67 | b | 68 | c | 69 |  |

