Computer System Architecture Practice Question

- 1. List the steps involved in the instruction execution.
- 2. Write in detail about various addressing modes.
- 3. Explain the architecture of a basic Computer.
- 4. Define Pipeline processing.
- 5. Explain the Differences between CISC & RISC.
- 6. Explain the various Instruction types.
- 7. Write in detail about various addressing modes.
- 8. What are the types of micro operations
- 9. Give the principle of operation of Booth's multiplication algorithm.
- 10. Explain the Booth's algorithm for multiplication of signed two's complement numbers.
- 11. What is a control word.
- 12. What is micro instruction.
- 13. What is micro program.
- 14. What are the differences between the main memory and control memory.
- 15. Write down the expressions for speedup factor in a pipelined architecture.
- 16. What is space diagram.
- 17. Describe in detail about pipeline processing.
- 18. What is meant by operation code.
- 19. Define Register reference instruction.
- 20. What is instruction cycle.
- 21. What is the role of I/O ports.
- 22. List the different addressing modes.
- 23. Write a short note on Instruction Cycle.
- 24. Differentiate SISD, SIMD, MIMD
- 25. What is Register Stack? Explain.
- 26. Write notes on the following:
- 27. a) Stored program concept
- 28. b) Common Bus System.
- 29. Draw the block diagram of a dual 4-to·1·line multiplexers and explain its operation by means of a function table.
- 30. Construct a 5-to-32-line decoder with four 3-to-8-line decoders with enable and one 2-to1 line decoder.
- 31. Perform the subtraction with the following unsigned binary numbers by taking the 2's complement of the subtrahend. a. 11010 10000 b. 11010 1101
- 32. Convert the hexadecimal number F3A7C2 to binary and octal.
- 33. Simplify the Boolean function F together with the don't-care conditions d in (1) sum-of-products form and (2) product-of-sums form. F(w,x,y,z) = I(0,1,2,3,7,8,10) d(w,x,y,z) = I(5,6,11,15)