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### JNTU ONLINE EXAMINATIONS [Mid 2 - ES]

1. Which is interrupt-driven program?

- a. getkey
- b. inkey**
- c. sunkey
- d. lcdkey

2. Which is interrupt-driven program?

- a. getkey
- b. codekey**
- c. sunkey
- d. lcdkey

3. The routine \_\_\_\_ constant scans a 10-key pad via ports 0 and 3.

- a. getkey**
- b. inker
- c. codekey
- d. bigkey

4. The program \_\_\_\_ uses both hardware timers, T0 and T1.

- a. getkey
- b. inker**
- c. codekey
- d. bigkey

5. The program \_\_\_\_ is interrupt-driven by a high-to-low transition on INTD.

- a. getkey
- b. inker
- c. codekey**
- d. bigkey

6. The \_\_\_\_ program can scan an 8 X 8 keyboard matrix using to generate a periodic 2ms delay in an interrupt mode.

- a. getkey
- b. inker
- c. odekey
- d. bigkey**

7. The completely interrupt-driven small keyword example is

- a. getkey
- b. inker
- c. codekey**
- d. bigkey

8. The \_\_\_\_ works best when handling data in byte-sized packages.

- a. 8031**
- b. 8051
- c. 8071
- d. 8081

9. The \_\_\_\_ program can be modified to use a timer to generate associated with the key-down de bounce time and the "all-up" delay.

- a. getkey**
- b. inker
- c. codekey
- d. bigkey

10. A \_\_\_\_ keyboard is interfaced with 8051 microcontroller.

- a. 16-key
- b. 32-key
- c. 64-key**

d. 128-key

11. \_\_\_\_ displays commonly contain LED segments arranged as an 8.

- a. seven segment display**
- b. intelligent LCD display
- c. 4X4 display
- d. 2X2 display

12. The program \_\_\_\_ displays characters found in locations ch1 to ch4 on four common-cathode seven- segment displays.

- a. svnseg**
- b. lcdisp
- c. lcdisp2
- d. svnseg3

13. In intelligent LCD display, D0 to D7 are located at

- a. 1 to 7 pins
- b. 7 to 14 pins**
- c. 2 to 8 pins
- d. 8 to 16 pins

14. The \_\_\_\_ display contains two internal byte-wide registers.

- a. seven segment display
- b. intelligent LCD display**
- c. 4X4 display
- d. 2X2 display

15. \_\_\_\_ displays include incandescent and, more likely, LED indicators.

- a. single light**
- b. double light
- c. single character
- d. intelligent alphanumeric

16. \_\_\_\_ displays include numeric and alphanumeric arrays.

- a. single light
- b. dou7ble light
- c. single character**
- d. intelligent alphanumeric

17. \_\_\_\_ displays are equipped with a built-in microcontroller.

- a. single light
- b. double light
- c. single character
- d. intelligent alphanumeric**

18. The program \_\_\_\_ displays characters found in locations ch1 to ch4 on four common-cathode seven- segment displays.

- a. svnseg**
- b. lcdisp
- c. lcdisp2
- d. svnseg3

19. The program \_\_\_\_ is very cumbersome when many messages must be displayed.

- a. svnseg
- b. lcdisp
- c. lcdisp2**
- d. svnseg3

20. 20 characters per line display can be possible in

- a. seven segment display
- b. intelligent LCD display**

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- c. 4X4 display
- d. 2X2 display

**21. Control sequence of D/A conversion is**

- a. CS then WR**
- b. WR then CS
- c. CS then WR then RD
- d. WR then RD

**22. Control sequence of A/D conversion is**

- a. CS then WR
- b. WR then CS
- c. CS then WR then RD**
- d. WR then RD

**23. A/D conversion time is**

- a. 1  $\mu$ s**
- b. 2  $\mu$ s
- c. 3  $\mu$ s
- d. 4  $\mu$ s

**24. For a 1000-hertz wave, S could be \_\_\_\_ samples.**

- a. 50d
- b. 100d
- c. 150d
- d. 200d**

**25. D/A conversion time is**

- a. 3  $\mu$ s
- b. 4  $\mu$ s
- c. 5  $\mu$ s**
- d. 6  $\mu$ s

**26. The frequency of the counted pulse train is**

- a. unknown frequency = counter / timer**
- b. unknown frequency = counter X timer
- c. unknown frequency = counter - timer
- d. unknown frequency = counter + timer

**27. If the counter counts 200 pulses over an interval of 0.1 second generated by the timer, the frequency is**

- a. 200 Hz
- b. 2000Hz**
- c. 20000Hz
- d. 200000Hz

**28. The frequency of the pulse value in D/A conversion is**

- a.  $UF = 1 / (\text{wave time high} \times 2)$**
- b.  $UF = 1 / (\text{wave time high} + 2)$
- c.  $UF = 1 / (\text{wave time high} - 2)$
- d.  $UF = 1 / (\text{wave time high} / 2)$

**29. Reference voltage value in D/A conversion is**

- a.  $\pm 8V$**
- b.  $\pm 10V$
- c.  $\pm 12V$
- d.  $\pm 14V$

**30. A/D converters use \_\_\_\_ types.**

- a. SAR
- b. flash**
- c. magnetic
- d. bubble

**31. A/D converters use \_\_\_\_ types.**

- a. SAR
- b. flash**
- c. magnetic
- d. bubble

**32. For a 1000-hertz wave, S could be \_\_\_\_ samples.**

- a. 50d
- b. 100d
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- d. 200d**

**33. The program \_\_\_\_ displays characters found in locations ch1 to ch4 on four common-cathode seven-segment displays.**

- a. svnseg**
- b. lcdisp
- c. lcdisp2

d. svnseg3

**34. The \_\_\_\_ display contains two internal byte-wide registers.**

- a. seven segment display
- b. intelligent LCD display**
- c. 4X4 display
- d. 2X2 display

**35. The 8051 external input pin is**

- a. INT1**
- b. DPH
- c. DPL
- d. IE

**36. The 8051 external input pin is**

- a. INTO**
- b. DPH
- c. DPL
- d. IE

**37. Reference voltage value in D/A conversion is a) b) c) d)**

- a.  $\pm 8V$**
- b.  $\pm 10V$
- c.  $\pm 12V$
- d.  $\pm 14V$

**38. A/D conversion time is**

- a. 1  $\mu$ s**
- b. 2  $\mu$ s
- c. 3  $\mu$ s
- d. 4  $\mu$ s

**39. In intelligent LCD display, D0 to D7 are located at**

- a. 1 to 7 pins
- b. 7 to 14 pins**
- c. 2 to 8 pins
- d. 8 to 16 pins

**40. \_\_\_\_ displays commonly contain LED segments arranged as an 8.**

- a. seven segment display**
- b. intelligent LCD display
- c. 4X4 display
- d. 2X2 display

**41. \_\_\_\_ is not suitable for the interchange of data between 8051 microcontrollers.**

- a. mode 0
- b. mode 1
- c. mode 4
- d. mode 3**

**42. Data transmission using modes 2 and 3 features \_\_\_\_ bits per character.**

- a. 8
- b. 9
- c. 10
- d. 11**

**43. Which serial data communication mode is multiprocessor 9-bit UART?**

- a. mode 0
- b. mode 1
- c. mode 2**
- d. mode 4

**44. Which serial data communication mode is standard 8-bit UART?**

- a. mode 0
- b. mode 1
- c. mode 4
- d. mode 3**

**45. Which is used for time-sharing applications?**

- a. Star**
- b. loop
- c. hybrid
- d. bus

**46. Which is used for data-gathering applications?**

- a. Star
- b. loop**

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- c. hybrid
- d. bus

**47. The \_\_\_ is a good choice when the number of nodes is small.**

- a. Star**
- b. loop
- c. hybrid
- d. bus

**48. Which serial data communication mode is standard 8-bit UART?**

- a. mode 0
- b. mode 1**
- c. mode 2
- d. mode 3

**49. Which serial data communication mode is high speed?**

- a. mode 0**
- b. mode 1
- c. mode 2
- d. mode 3

**50. Which serial data communication mode is 8-bit shift register?**

- a. mode 0**
- b. mode 1
- c. mode 2
- d. mode 3

**51. A standard for OS interfaces proposed by IEEE is**

- a. POSIX**
- b. QNX
- c. AMX
- d. Intel

**52. The basic building block of software written under an RTOS is the**

- a. scheduler
- b. task**
- c. context
- d. reentrancy

**53. The \_\_\_ state means that this task has not got any thing to do right now, even if the microprocessor become available.**

- a. running
- b. ready
- c. blocked**
- d. suspended

**54. A \_\_\_\_\_ function may not use the hardware in a nonatomic way.**

- a. mutex
- b. task
- c. reentrant**
- d. semaphore

**55. Under most RTOS a task is simply a \_\_\_\_\_.**

- a. routine
- b. subroutine**
- c. interrupt
- d. exception

**56. A \_\_\_\_\_ RTOS will stop a lower-priority task as soon as the higher-priority task unblocks.**

- a. preemptive**
- b. non preemptive
- c. interpret
- d. exception

**57. A \_\_\_\_\_ RTOS will only take the microprocessor away from the lower-priority task when that task blocks.**

- a. preemptive
- b. non preemptive**
- c. interpret
- d. exception

**58. A function that works properly even if it is called by more than one task is called a \_\_\_\_\_ function.**

- a. mutex

- b. task

**c. reentrant**

- d. semaphore

**59. The \_\_\_\_\_ state means that the microprocessor is executing the instructions that make up this.**

- a. running**
- b. ready
- c. blocked
- d. suspended

**60. The \_\_\_\_\_ state means that some other task is in the running state but that this task has things that it could do if the microprocessor becomes available.**

- a. running
- b. ready**
- c. blocked
- d. suspended

**61. A semaphore that does not specify the order in which processes are removed from the queue is**

- a. mutex
- b. strong
- c. counting
- d. weak**

**62. The process that has been blocked the longest is released from the queue hint:**

- a. mutex
- b. strong**
- c. counting
- d. weak

**63. semaphores [c]**

- a. are used to do I/O
- b. synchronize critical resources to present condition.
- c. synchronize critical resources to present dead lock.**
- d. allow processes to communicate with one another.

**64. The non-binary semaphore is often referred to as \_\_\_\_\_ semaphore**

- a. mutex
- b. strong
- c. counting**
- d. weak

**65. Binary semaphore is also known as**

- a. General semaphore
- b. Mutex**
- c. Cluster
- d. Spooling

**66. For both counting semaphores and binary semaphores, a \_\_\_\_\_ is used to hold processes waiting on the semaphores.**

- a. stack
- b. queue**
- c. dequeue
- d. circular queue

**67. \_\_\_\_\_ guarantee freedom from starvation.**

- a. Strong semaphores**
- b. Weak semaphores
- c. Delay semaphores
- d. Binary semaphores

**68. The barbershop problem is an example of**

- a. Deadlock
- b. Starvation
- c. Semaphore**
- d. Live lock

**69. In the producer/consumer problem, there are**

- a. one or more producers and one or more consumers
- b. single producer and single consumer
- c. single producer and one or more consumers
- d. one or more producers and single consumer**

**70. A semaphore count of negative n means (s= -n) that the queue contains waiting process. [b]**

- a. n+1
- b. n**

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- c. n-1  
d. 0
- 71. \_\_\_\_\_ can be considered as an array of mailboxes**  
a. pipes  
b. semaphore  
c. timer  
**d. message queue**
- 72. In a time sharing operating system, when the time slot given to a process is completed , the process goes from the RUNNING state of the**  
a. BLOCKED state  
**b. READY state**  
c. SUSPENDED state  
d. TERMINATE state
- 73. a mutex can be**  
a. locked state  
b. unlocked state  
**c. either in locked state or unlocked state**  
d. neither in locked state nor unlocked state
- 74. A task owning a mutex, can not be \_\_\_\_\_**  
a. added  
b. modified  
c. released  
**d. deleted**
- 75. Array of mailboxes can be considered as**  
a. pipes  
b. semaphore  
c. timer  
**d. message queue**
- 76. Mutex stands for**  
a. mutual text  
**b. mutual exclusion**  
c. mutual task  
d. mutual timer
- 77. \_\_\_\_\_ occurs when two or more tasks wait for a resource being held by another task**  
**a. deadlock**  
b. live lock  
c. semaphore  
d. starvation
- 78. Mutual exclusion problem occurs between**  
a. two disjoin process that do not interact  
**b. processes that share resources**  
c. processes that do not use the same resource  
d. processes have priority
- 79. What problem is solved by dijkstra's bankers algorithm?**  
a. mutual exclusion  
**b. deadlock recovery**  
c. deadlock avoidance  
d. cache coherence
- 80. Mutex is a special**  
a. count semaphore  
**b. binary semaphore**  
c. task semaphore  
d. time semaphore
- 81. A common use of \_\_\_\_\_ is to serve as the program memory for a micro processor**  
a. ROM  
b. EPROM  
**c. EEPROM**  
d. Flash memory
- 82. to obtain better memory utilization dynamic loading ids used with dynamic loading a routine is not loaded until it is called for implementing dynamic loading**  
a. special support from hardware is essential  
b. special support from operating system is essential  
c. special support from both hardware and operating system are essential  
**d. user programs can implement dynamic loading without any special support from the operating system or the hardware**
- 83. One common use of a \_\_\_\_\_ timer is to enable an embedded system to restart itself in case of a failure**  
**a. watchdog**  
b. special  
c. reaction  
d. proactive
- 84. \_\_\_\_\_ is an extension of EEPROM**  
a. RAM  
b. SRAM  
**c. Flash memory**  
d. DRAM
- 85. \_\_\_\_\_ is really more of a bus interface architecture the DRAM architecture**  
a. EDORAM  
**b. Rambus DRAM**  
c. SDRAM  
d. FPMDRAM
- 86. \_\_\_\_\_ are used to measure the elapsed time of events**  
**a. timers**  
b. counters  
c. schedulers  
d. processes
- 87. A \_\_\_\_\_ is an extremely common peripheral devises that can measure time intervals**  
a. counters  
**b. timers**  
c. schedulers  
d. process
- 88. To use a \_\_\_\_\_ , we must configure its inputs and monitors its outputs**  
a. counters  
**b. timers**  
c. schedulers  
d. process
- 89. A \_\_\_\_\_ timer is an application that measures the time a person takes to respond to a visual or audio stimulus**  
a. watchdog  
b. special  
**c. reaction**  
d. proactive
- 90. System's \_\_\_\_\_ interrupt response time has to be considered while evaluating the performance of an operating system embedded software**  
a. best-case  
**b. worst-case**  
c. average-case  
d. all cases
- 91. ISR stands for**  
a. Interface service routine  
b. Interrupt Service Runner  
**c. Interrupt Service Routine**  
d. Interface Standard Routine
- 92. When a process makes a system call, its mode change from**  
**a. user to kernel**  
b. kernel to user  
c. restricted to process  
d. unrestricted to restricted
- 93. The technique that allows only one user to work with a file at a particular time is called**  
a. semaphore  
b. critical region  
**c. locking**  
d. dedicated mode

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**94. \_\_\_\_\_ is a hardware signal that informs the CPU that an important event has occurred**

- a. event
- b. signal
- c. process
- d. interrupt**

**95. When interrupt occurs , CPU saves its context and jumps to the \_\_\_\_\_**

- a. ISR**
- b. API
- c. IP
- d. ITS

**96. The maximum time for which interrupts are disables + time to start the execution of the first instruction in the ISR is called \_\_\_\_\_**

- a. Interrupt response time
- b. Interrupt recovery time

**c. Interrupt latency**

- d. Interrupt handler

**97. Time between receipt of interrupt signal and starting the code that handles the interrupt is called \_\_\_\_\_**

**a. Interrupt response time**

- b. Interrupt recovery time
- c. Interrupt latency
- d. Interrupt handler

**98. Time required for CPU to return to the interrupted code/ highest priority task is called**

- a. Interrupt response time

**b. Interrupt recovery time**

- c. Interrupt latency
- d. Interrupt handler

**99. In a preemptive kernel , response time =**

- a. Interrupt recovery time + time to save CPU registers context
- b. Interrupt respond time + time to save CPU registers context
- c. Interrupt handler + time to save CPU registers context

**d. Interrupt latency + time to save CPU registers context**

**100. Principle of RTOS is**

**a. write short interrupt routines**

- b. you do not need tasks for priority
- c. you need tasks for inheritance
- d. consider turning time-slicing off

**101. \_\_\_\_\_ causes more task switched and therefore cuts throughput.**

**a. time-slicing**

- b. encapsulation
- c. priority
- d. routines

**102. Principle of RTOS is**

**a. write short interrupt routines**

- b. you do not need tasks for priority
- c. you need tasks for inheritance
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**103. Principle of RTOS is**

**a. write short interrupt routines**

**b. you need tasks for priority**

- c. you need tasks for inheritance
- d. consider turning time-slicing on

**104. Principle of RTOS is**

**a. write short interrupt routines**

- b. you do not need tasks for priority
- c. you need tasks for encapsulation
- d. consider turning time-slicing on

**105. \_\_\_\_\_ determines if frame is addressed to telegraph.**

**a. DTP protocol task**

- b. ADSP protocol task
- c. serial port task

d. Interrupt routine

**106. \_\_\_\_\_ determines if frame is print data, status request, etc.**

- a. DTP protocol task
- b. ADSP protocol task**
- c. serial port task
- d. Interrupt routine

**107. \_\_\_\_\_ determines if serial data contains new status.**

- a. DTP protocol task
- b. ADSP protocol task
- c. serial port task**
- d. Interrupt routine

**108. \_\_\_\_\_ receives network frame or serial data.**

- a. DTP protocol task
- b. ADSP protocol task
- c. serial port task
- d. Interrupt routine**

**109. The \_\_\_\_\_ stores the status and uses it when responding to later status request from the network.**

- a. DTP protocol task
- b. ADSP protocol task**
- c. serial port task
- d. Interrupt routine

**110. For both counting semaphore and binary semaphore a \_\_\_\_ is used to hold processing waiting on the semaphores**

- a. stack
- b. queue**
- c. dequeue
- d. circular queue

**111. the barber problem is an example of**

- a. dead lock
- b. starvation
- c. semaphore**
- d. live lock

**112. Binary semaphore will take the values of \_\_\_\_\_**

- a. 0
- b. 1
- c. Either 0 or 1**
- d. Neither 0 nor 1

**113. To access a shared resource , there should be a mechanism so that there is discipline . this is known as \_\_\_\_\_ synchronization**

- a. resource**
- b. task
- c. shared
- d. write

**114. Binary semaphore is also known as**

- a. general semaphore
- b. mutex**
- c. cluster
- d. spooling

**115. counting semaphore will have an integer value greater than \_\_\_\_\_**

- a. 0
- b. 1**
- c. 2
- d. 3

**116. If an 8 bit integer is used for implementing a counting a semaphore , the semaphore can take a value between \_\_\_\_ and \_\_\_\_\_**

- a. 0 and 255**
- b. 0 and 65,535
- c. 0 and 127
- d. 0 and 63

**117. In order to allow only one process to enter its critical section binary semaphore are initialized to**

- a. 0
- b. 1**

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- c. 2  
d. 3
- 118. What is the initial value of the semaphore to allow only one of the many process to enter their critical section**  
a. 0  
**b. 1**  
c. 2  
d. 3
- 119. Semaphore are used to solve the problem of**  
a. rare condition  
b. process asynchronization  
**c. mutual exclusion**  
d. compilation
- 120. A \_\_\_\_\_ mechanism is used to get your software into your target for debugging purposes.**  
a. shared memory  
b. virtual memory  
c. secondary memory  
**d. overlay memory**
- 121. A program that resides in the target ROM is**  
a. loader  
b. compiler  
**c. monitor**  
d. linker
- 122. You should encapsulate semaphores, queues, and so on, in \_\_\_\_\_ modules so that the input between modules is a function call.**  
a. 3  
b. 2  
**c. 1**  
d. 4
- 123. A device that replaces the ROM in the target system is**  
a. PROM  
b. ROM emulators  
c. In-circuit emulator  
**d. flash**
- 124. A common feature of in-circuit emulator is**  
a. shared memory  
b. virtual memory  
c. secondary memory  
**d. overlay memory**
- 125. A \_\_\_\_\_ understands the same C language as a native compiler.**  
**a. cross-compiler**  
b. cross-assembler  
c. linker/loader  
d. re-compiler
- 126. A \_\_\_\_\_ understands as assembly language that is specific to your target microprocessor.**  
**a. cross-compiler**  
b. cross-assembler  
c. linker/loader  
d. re-compiler
- 127. A \_\_\_\_\_ combines separately compiled and assembly modules into an executable image.**  
a. cross-compiler  
b. cross-assembler  
**c. linker/loader**  
d. re-compiler
- 128. Linker/locators use \_\_\_\_\_ to decide where to put different parts of the code and data.**  
a. cross-compiler  
b. cross-assembler  
c. tool design  
**d. segments**
- 129. One way to save data space in an embedded system that uses an RTOS is to make your tasks \_\_\_\_\_ only as large as they need to be.**  
**a. stacks**  
b. queue  
c. lists  
d. records
- 130. \_\_\_\_\_ captures data without reference to any events on the circuit it is examining.**  
a. self-collected  
b. clock  
**c. other hardware**  
d. monitors
- 131. The goal of typical testing process is**  
a. find the bugs lately  
**b. exercise all code**  
c. develop reusable, repeatable tests  
d. keep audit trail of test
- 132. \_\_\_\_\_ use a combination of software and hardware to give you standard debugging capabilities.**  
a. self-collected  
b. clock  
c. state mode  
**d. monitors**
- 133. RISC stands for**  
**a. Reduced Instruction Set Computer**  
b. Reverse Instruction Set Computer  
c. Run Instruction Set Computer  
d. Range Instruction Set Computer
- 134. A \_\_\_\_\_ can capture one-time events.**  
a. oscilloscope  
b. multimeter  
**c. storage scope**  
d. ohm meter
- 135. The goal of typical testing process is**  
a. find the bugs lately  
b. exercise some code  
**c. develop reusable, repeatable tests**  
d. keep audit trail of test
- 136. Simulator disadvantage is**  
a. testing assembly-language code  
b. resolving probability issues  
**c. shared-data bugs**  
d. determine response and through put
- 137. An oscilloscope is**  
**a. analog device**  
b. digital device  
c. converter  
d. detector
- 138. \_\_\_\_\_ captures data without reference to any events on the circuit it is examining.**  
**a. self-collected**  
b. clock  
c. state mode  
d. monitors
- 139. In \_\_\_\_\_ a logic analyzer can capture traces.**  
a. self-collected  
b. clock  
**c. state mode**  
d. monitors
- 140. For both counting semaphores and binary semaphores, a \_\_\_\_\_ is used to hold processes waiting on the semaphores.**  
a. stack  
**b. queue**  
c. dequeue  
d. circular queue
- 141. \_\_\_\_\_ guarantees freedom from starvation.**  
**a. Strong semaphores**  
b. Weak semaphores  
c. Delay semaphores  
d. Binary semaphores
- 142. \_\_\_\_\_ is used for measuring resistance.**  
a. oscilloscope  
b. emulator



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c. ohm meter

d. multimeter

**143. Voltmeter is used for**

a. clock differences

**b. voltage differences**

c. resistance differences

d. Delay differences

**144. Binary semaphore is also known as**

a. General semaphore

**b. Mutex**

c. Cluster

d. Spooling

**145. BDM stands for**

**a. Background Debug Monitor**

b. Backend Debug Monitor

c. Based Debug Monitor

d. Bound Debug Monitor

**146. ICE stands for**

**a. In-Circuit Emulator**

b. In-Circuit Entrance

c. Extractor In-Circuit

d. In-Circuit Enabled

**147. Merit of simulator is**

a. shared-data bugs

b. other hardware

c. solving portability issues

**d. testing assembly language code**

**148. \_\_\_\_\_ will work with any microprocessor.**

a. emulators

**b. logic analyzers**

c. oscilloscope

d. monitors

**149. Analog device is**

**a. oscilloscope**

b. emulator

c. ohm meter

d. multimeter

**150. "Overflow" condition code in ARM is**

a. VC

**b. VS**

c. EQ

d. EZ

**151. "Equals zero" condition code in ARM is**

a. VC

b. VS

**c. EQ**

d. EZ

**152. In \_\_\_\_\_, the value stored in the register is used as the address to be fetched from memory.**

**a. Register-indirect addressing**

b. Direct addressing

c. Indirect addressing

d. Register-direct addressing

**153. In \_\_\_\_\_, the value stored in the register is used as the address to be fetched from memory.**

**a. Register-indirect addressing**

b. Direct addressing

c. Indirect addressing

d. Register-direct addressing

**154. ARM has \_\_\_\_\_ general-purpose registers.**

a. 6

b. 8

c. 12

**d. 16**

**155. The \_\_\_\_\_ instruction is the basic mechanism in ARM for changing the flow of control.**

a. A

**b. B**

c. C

d. D

**156. ARM is actually a family of \_\_\_\_\_ architectures.**

**a. RISC**

b. CISC

c. RISK

d. CISK

**157. The standard ARM word is \_\_\_\_\_ bits length.**

a. 8

b. 16

**c. 32**

d. 64

**158. ARM comparison instruction is**

a. MOV

b. MVN

c. LDR

**d. TST**

**159. ARM comparison instruction is**

a. MOV

b. MVN

c. LDR

**d. TEQ**

**160. ARM load-store instruction is**

a. CMP

b. MOV

c. CMN

**d. ADR**

**161. The \_\_\_\_\_ operation is used for iterative algorithms.**

a. MODE1

**b. RECIPS**

c. STKY

d. SCALB

**162. The routing models used for floating-point arithmetic are controlled by two bits in the \_\_\_\_\_ region.**

**a. MODE1**

b. MODE2

c. STKY

d. SCALB

**163. The SHARC \_\_\_\_\_ instruction provides procedure calls. a) b) c) d)**

a. JUMP

**b. CALL**

c. SEND

d. PROC

**164. The \_\_\_\_\_ bits are set along with the ASTAT register bits, but are not cleared.**

a. MODE1

b. MODE2

**c. STKY**

d. SCALB

**165. The \_\_\_\_\_ operation adds an integer value to the exponent of a floating-point operand.**

a. MODE1

b. MODE2

c. STKY

**d. SCALB**

**166. A SHARC instruction consists of \_\_\_\_\_ bits**

a. 32

**b. 48**

c. 16

d. 8

**167. The SHARC member is internally organized as \_\_\_\_\_ bit works.**

a. 32

**b. 48**

c. 16

d. 8

**168. The SHARC has \_\_\_\_\_ data address generators.**

a. 5

b. 4

c. 3

**d. 2**

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**169. The \_\_\_\_\_ instruction is the basic mechanism for changing the flow of control in the SHARC.**

- a. JNZ
- b. JMP
- c. JUMP**
- d. JNN

**170. What does the SHARC CLIP instruction do?**

- a. sets range**
- b. finds maximum
- c. absolute value
- d. compare

**171. The address \_\_\_\_\_ is reserved for the extended 10-bit addressing scheme in I2C.**

- a. 11100XX
- b. 11111XX
- c. 11110XX**
- d. 11000XX

**172. The \_\_\_\_\_ bus has been used to support many I/O cards for PC-based embedded systems.**

- a. I2C
- b. PCI
- c. ISA**
- d. VME

**173. SDL stands for**

- a. Serial discrete line
- b. serial deliver line
- c. serial divide line
- d. serial data line**

**174. \_\_\_\_\_ encourages a data-push programming style.**

- a. I2C**
- b. CAT
- c. LON
- d. DSP

**175. The address \_\_\_\_\_ is used to signal a general call in I2C.**

- a. 00000
- b. 0000000**
- c. 0000
- d. 000

**176. The \_\_\_\_\_ bus is used in microcontroller-based systems.**

- a. I2C**
- b. CAN
- c. LON
- d. DSP

**177. The \_\_\_\_\_ bus is a well-known as commonly used to link microcontrollers in to systems.**

- a. I2C**
- b. CAN
- c. LON
- d. DSP

**178. The \_\_\_\_\_ bus is designed as a multimaster bus.**

- a. I2C**
- b. Can
- c. LON
- d. DSP

**179. Which is used for the command interface in an MPEG-2 video chip.**

- a. I2C**
- b. Can
- c. LON
- d. DSP

**180. SCL stands for**

- a. Serial Command Line
- b. Series Clock Line
- c. Serial Clock Line**
- d. Send Clock Line

**181. CRC field length in the CAN bus is \_\_\_\_\_ bits.**

- a. 13
- b. 14

c. 15

**d. 16**

**182. Data field length in the CAN bus is \_\_\_\_\_ bits.**

- a. 0-28
- b. 0-16
- c. 0-64**
- d. 0-128

**183. \_\_\_\_\_ is a synchronous bus.**

- a. I2C
- b. CAN**
- c. Echelon LON
- d. DSP

**184. CRC stands for**

- a. Cyclic Removal Code
- b. Cyclic Remote Code
- c. Cyclic Redundancy Code**
- d. Cyclic Ready Code

**185. An arbitration field in the CAN bus is \_\_\_\_\_ bits.**

- a. 13
- b. 14
- c. 15
- d. 12**

**186. CAN bus stand for**

- a. Controller Area Network**
- b. Converter Area Network
- c. Connection Area Network
- d. Coded Area Network

**187. The \_\_\_\_\_ bus was developed for automotive electronics.**

- a. I2C
- b. CAN**
- c. LON
- d. DSP

**188. The \_\_\_\_\_ network was developed for home and industrial automation.**

- a. I2C
- b. CAN
- c. Echelon LON**
- d. DSP

**189. The \_\_\_\_\_ bus uses bit-serial transmission.**

- a. I2C
- b. CAN**
- c. Echelon LON
- d. DSP

**190. Control of the \_\_\_\_\_ bus is arbitrated using CSMA/AMP.**

- a. I2C
- b. CAN**
- c. Echelon LON
- d. DSP

**191. \_\_\_\_\_ is used for network management services.**

- a. TCP
- b. IP
- c. HTTP
- d. UDP**

**192. TCP stands for**

- a. Transmission Condition Protocol
- b. Transmission Control Protocol**
- c. Transmission Cancel Protocol
- d. Transmission Cooperative Protocol

**193. The simplest way to test the controllers to build an elevator simulator using an \_\_\_\_\_ .**

- a. APGA
- b. CPGA
- c. EPGA
- d. FPGA**

**194. The IP address is typically written in the form**

- a. XXX.XX.XX.XX**
- b. XXX.XX.XX.XXX
- c. XX.XX.XX.XX
- d. XX.X.XX.XX

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**195. \_\_\_\_\_ creates packets for routing to the destination.**

- a. TCP
- b. IP**
- c. HTTP
- d. SMTP

**196. A node that transmits data among different types of networks is known as a \_\_\_\_\_ .**

- a. router**
- b. linker
- c. receiver
- d. layer

**197. DNS stands for**

- a. Domain Name Source
- b. Domain Name Server**
- c. Domain Name Service
- d. Domain Name Sender

**198. Using IP as the foundation, TCP is used to provide \_\_\_\_\_ for batch file transfers.**

- a. HTTP
- b. SMTP
- c. FTP**
- d. SNMP

**199. Using IP as the foundation, TCP is used to provide \_\_\_\_\_ for World Wide Web service.**

- a. HTTP**
- b. SMTP
- c. FTP
- d. SNMP

**200. Using IP as the foundation, TCP is used to provide \_\_\_\_\_ for email.**

- a. HTTP
- b. SMTP**
- c. FTP
- d. SNMP