

Name:

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COE 205, Term 092
Computer Organization & Assembly Programming
Quiz# 1

Date: Saturday, March 6, 2010

Q1. Fill the blank in each of the following:

1. _____ is a programming language that uses symbolic names to represent operations, registers and memory locations.
2. Assemblers translate _____ while compilers translate _____.
3. The _____ field in an instruction specifies the particular operation that is to be performed.
4. Two advantages of programming in high level language include _____ and _____.
5. Two advantages of programming in assembly language include _____ and _____.
6. Use of assembly language is more appropriate than high level language for the following type of applications: _____.
7. The _____ linker is used to _____.
8. The _____ allows the tracing of program execution and the ability to view code, memory and registers.

9. The instruction set architecture of a computer consists of _____, _____, and _____.

10. The _____ generates the control signals required to execute instructions.

11. With a clock frequency of 2 GHZ the clock cycle time is _____.

12. With a 36 bit address bus, the physical address space is _____.

13. The CPU-Memory interface consists of _____, _____ and _____.

14. In 1980, there was no need for having a cache memory because _____.

15. DRAM is slower than SRAM because it needs _____ and is denser because _____.

16. _____ is a very fast type of RAM that is used to store information that is most frequently or recently used by the computer.

17. The disk access time is computed based on _____, _____ and _____.