CS401p (Mega File)

Mid Term (Live Quiz)

1. **In the assembly language program, when using div instruction, dividend is stored in _____**
   - BX
   - Operand placed with div instruction
   - [✓] Operand placed with div instruction

---

2. **REP with _____ will utilize the full processor power to do the scrolling in minimum time**
   - REPNE
   - MOVS
   - SCAS
   - [✓] LES

---

3. **In the assembly language program, when using div instruction, dividend is stored in _____**
   - ol
   - BX
   - [✓] Operand placed with div instruction

---

4. **Push instruction, will store the value of operand used, in the _____**
   - [✓] SP
   - BP
   - Flag

---

5. **Which of the following is base address for displaying any character in the Screen?**
    - [✓] Oxb800
    - Oxb80
    - Ob800x

---

6. **The last location of word, corresponding to the screen will be**
    - 4000
    - 2000
    - [✓] 3998
    - 1998

---

7. **In string instructions, the mode is called auto-increment mode when:**
    - CX is set
    - ZF is cleared
    - [✓] DF is cleared

---

8. **The last location of word, corresponding to the screen will be _____**
    - 4000
    - [✓] 1998
    - 2000

1. **Which of the following is base address for displaying any character in the Screen?**
    - Oxb800
    - Obs00x
    - Obs00
    - Oxb80

    ✓ Oxb800

---

2. **REPE repeat the following string instruction while the _____**

- Zero flag
  ✓ Carry flag
- Parity flag
- Direction flag

---

3. **In the assembly language program, when using div instruction, dividend is stored in __**
   ✓ AX
   - Operand placed with div instruction

---

4. **In string instructions, the mode is called auto-increment mode when:**
   ✓ DF is cleared
   - ZF is cleared
   - CX is set

---

5. **MOV AX, OXB800 MOV ES, AX ; This instruction points ES to**
   - Numeric base
   - Graphics base
   - Audio base
     ✓ Video base

---

6. **Which of the following is base address for displaying any character in the Screen?**
   - Obs00x
   - Obs00
     ✓ Oxb80

---

7. **The last location of word, corresponding to the screen will be**
   ✓ 2000
   - 3998
   - 1998
   - 4000

8. **EP with**
    - LES
    - SCAS
      ✓ **MOVS**

---

9. **Push instruction, will store the value of operand used, in the _____**
    - BP
    - Flag
      ✓ **Stack**

---

10. **Push instruction, will store the value of operand used, in the _**

- BP
- AX
  ✓ **SP**
- Flag

In string instructions, the mode is called auto-increment mode when:

- OF is set
- CX is set
- DF is cleared
- ZF is cleared

---

2. Push instruction, will store the value of operand used, in the:

- BP
- Flag
- SP
- AX

---

3. REP with will utilizes the full processor power to do the scrolling in minimum time:

- LES
- SCAS
- REPNE
- REP

---

4. The last location of word, corresponding to the screen will be:

- 2000
- 1998
- 4000
- 3998

---

5. In the assembly language program, when using div instruction, dividend is stored in:

- Operand placed with div instruction
- AX
- Flag
- SP

---

6. Which of the following is base address for displaying any character in the Screen?

- Oxb800
- Obs00x
- Oxb80
- Ob800

1. **Which of the following statement best describes the Shift Logical Right (SHR) operation?**
    - ☐ Inserts a zero from left and moves every bit one position to the right
    - ■ The Right most bit is transferred to AX
    - ☐ Inserts a zero from right and moves every bit one position to the left
    - ☐ The Left most bit is transferred to AX

Correct Option: Inserts a zero from left and moves every bit one position to the right

---

2. **Near Calls are also called**
    - ■ intra segment
    - ☐ inter segment
    - ☐ Close call
    - ☐ Small call

Correct Option: intra segment

---

3. **Our computer's screen is like a 2-D array having**
    - ☐ 25, 40
    - ■ 80, 25
    - ☐ 25, 80
    - ☐ 40, 25

Correct Option: 80, 25

---

4. **Which of the following jump would perform better to sort the signed numbers?**
    - ☐ jz
    - ☐ jex
    - ■ jge
    - ☐ jg

Correct Option: jge

---

5. **mov byte [swap], 0 What does above code do?**
    - ☐ It simply stores the 0 value to location named as swap
    - ■ It stores the byte value of 0 to location named as swap
    - ☐ It stores the byte value of 0 to location named as byte
    - ☐ It simply stores the 0 value to location named as byte

Correct Option: It stores the byte value of 0 to location named as swap

---

6. **VGA stands for**
    - ☐ Video Graphic Accumulator
    - ☐ Visual Graphics Adapter
    - ■ Video Graphics Adapter
    - ☐ Video Graphics Application

Correct Option: Video Graphics Adapter

---

7. **SP is decremented by _____ when an element is pushed on the stack.**
    - ☐ 1
    - ■ 2
    - ☐ 4
    - ☐ 8

Correct Option: 2

---

8. **To access the video memory _____' register is used.**
    - ☐ AX
    - ■ ES
    - ☐ BX
    - ☐ DS

Correct Option: ES

---

9. **Far calls are also called**
    - ☐ intra segment
    - ■ inter segment
    - ☐ obscure
    - ☐ distant

Correct Option: inter segment

---

10. **_ shifting is achieved by multiplying the number by 2.**
    - ■ Left
    - ☐ Right

Correct Option: Left

The execution of the instruction "mov word [ES : 160], 0x1230" will print a character on the screen at:

- ☐ Second column of second row
- ■ First column of second row
- ☐ First column of third row
- ☐ Second column of first row

---

2. Shift Arithmetic Left (SAL) can also be called as:

- ☐ Shift Logical Right
- ☐ Rotate Left
- ☐ Rotate right
- ■ Shift Logical Left

---

3. What would happen after execution of the following instructions?
mov [vuid+di+2], [vuid+di]
mov [vuid+di], [vuid+di+2]

- ☐ It will swap digit of location named as vuid with its next digit
- ■ This will cause error
- ☐ Same value will be copied to both locations
- ☐ It will swap digit of location named as vuid with its previous digit

---

4. To access the video memory _____ register is used.

- ■ ES
- ☐ CS
- ☐ DS
- ☐ SS

---

5. The value of _____ is recovered from the stack when RET instruction is executed.

- ☐ Stack pointer (SP)
- ■ The program counter (PC) or instruction pointer (IP)
- ☐ Base pointer (BP)
- ☐ Data segment (DS)

---

6. Which of following jump would perform better to sort the signed numbers?

- ■ ige
- ☐ jz
- ☐ jex
- ☐ jle

---

7. The ____ shifting is achieved by multiplying the number by 2.

- ■ Left
- ☐ Right

---

8. If operand is 16bits in DIV instruction then dividend will be ____

- ☐ 16-bits
- ■ 32-bits
- ☐ 64-bits
- ☐ 8-bits

---

9. Near Calls are also called:

- ■ intra segment
- ☐ Small call
- ☐ inter segment
- ☐ Close call

1. **Which of the following statement best describes the Shift Logical Right (SHR) operation?**
    - ☐ Inserts a zero from left and moves every bit one position to the right
    - ☐ Inserts a zero from right and moves every bit one position to the left
    - ☐ The Right most bit is transferred to AX
    - ☐ The Left most bit is transferred to AX

    Correct answer: Inserts a zero from left and moves every bit one position to the right
2. **To access the video memory _ _register is used.**
    - ☐ ES
    - ☐ CS
    - ☐ DS
    - ☐ SS

    Correct answer: ES
3. **SP is decremented by when an element is pushed on the stack.**
    - ☐ 2
    - ☐ 1
    - ☐ 4
    - ☐ 8

    Correct answer: 2
4. **0x represents**
    - ☐ Binary Number
    - ☐ Hexadecimal Numbers
    - ☐ Decimal Numbers
    - ☐ 0 Based Numbers

    Correct answer: Hexadecimal Numbers

5. **VGA stands for**
    - ☐ Visual Graphics Adapter
    - ☐ Video Graphics Adapter
    - ☐ Video Graphics Application
    - ☐ Video Graphic Accumulator

    Correct answer: Video Graphics Adapter
6. **What would happen after execution of the following instructions? mov [vuid+di+2], [vuid+di] mov [vuid+dil], [vuid+di+2]**
    - ☐ It will swap digit of location named as vuid with its next digit
    - ☐ It will swap digit of location named as vuid with its previous digit
    - ☐ Same value will be copied to both locations
    - ☐ This will cause error

    Correct answer: It will swap digit of location named as vuid with its next digit
7. **Far calls are also called**
    - ☐ intra segment
    - ☐ distant
    - ☐ inter segment
    - ☐ obscure

    Correct answer: inter segment
8. **If operand is 16bits in DIV instruction then dividend will be**
    - ☐ 16-bits
    - ☐ 64-bits
    - ☐ 32-bits

    Correct answer: 32-bits
9. **mov byte [swap], 0 What would happen if we don't use the keyword byte or word before the operand?**
    - ☐ Nothing will happen, program will run smoothly all the time
    - ☐ Its useless to use these keywords
    - ☐ Nothing will happen but its good practice to use these keywords

- ☐ Its good to use, otherwise size mismatch error may occur
  Correct answer: Its good to use, otherwise size mismatch error may occur

10. **MOVS instruction is used to _**

- ☐ Move register to a memory location
- ☐ Move memory to memory
- ☐ Move a memory location to register
- ☐ Move register to register
  Correct answer: Move memory to memory

MOVS instruction is used to

- ✗ Move register to a memory location
- ✗ Move a memory location to register
- ☑ Move register to register
- ✗ Move memory to memory

---

2. If operand is 16bits in DIV instruction then dividend will be

- ✗ 8-bits
- ✗ 64-bits
- ☑ 32-bits

---

3. Which of the following jump would perform better to sort the signed numbers?

- ✗ jle
- ☑ jge
- ✗ iz
- ✗ jex

---

4. To access the video memory _____ register is used.

- ✗ ol

- ✗ BH
- ☑ ES

---

5. VGA stands for

- ✗ Video Graphics Application
- ✗ Visual Graphics Adapter
- ☑ Video Graphics Adapter
- ✗ Video Graphic Accumulator

---

6. mov byte [swap], 0 What does the above code do?

- ✗ It simply stores the 0 value to location named as byte
- ✗ It stores the byte value of 0 to location named as byte
- ☑ It stores the byte value of 0 to location named as swap

---

7. mov byte [swap], 0 What would happen if we don't use the keyword byte or word before the operand?

- ✗ Nothing will happen, program will run smoothly all the time
- ✗ Nothing will happen but it's good practice to use these keywords
- ✗ It's useless to use these keywords
- ☑ It's good to use, otherwise size mismatch error may occur

---

8. The execution of the instruction "mov word [ES : 160], 0x1230" will print a character on the screen at:

- ☑ First column of second row
- ✗ Second column of second row
- ✗ First column of third row
- ✗ Second column of first row

---

9. Our computer's screen is like a 2-D array having

- ✅ 25, 40
- ❌ 40, 25
- ❌ 80, 25
- ❌ 25, 80

---

10. What would happen after execution of the following instructions?

- ❌ It will swap digit of location named as vuid with its next digit
- ✅ It will swap digit of location named as vuid with its previous digit
- ❌ Same value will be copied to both locations
- ❌ This will cause error

1. Our computer screen is like a 2-D array having:

- A) 40, 25
- B) 25, 80
- C) 80, 25 ✅
- D) 0, 25
- E) 40, 25

---

2. Which of the following jumps would perform better to sort the signed numbers?

- A) jz
- B) jex
- C) jge ✅
- D) jmp

---

3. MOVS instruction is used to:

- A) Move a memory location to register ✅
- B) Move memory to memory

- C) Move register to register
- D) Move register to a memory location

---

4. What would happen after execution of the following instructions? mov [vuid+di+2], [vuid+ai] mov [vuid+dil], [vuid+di+2]

- A) It will swap digit of location named as vuid with its previous digit
- B) This will cause error
- C) Same value will be copied to both locations
- D) It will swap digit of location named as vuid with its next digit ✅

---

5. To access the video memory, __ register is used.

- A) BH
- B) ES ✅
- C) AX
- D) DI

---

6. mov byte [swap], 0 What would happen if we don't use the keyword byte or word before the operand?

- A) Its good to use, otherwise size mismatch error may occur ✅
- B) Nothing will happen, program will run smoothly all the time
- C) Its useless to use these keywords
- D) Nothing will happen but its good practice to use these keywords

---

7. If operand is 16-bits in DIV instruction then dividend will be:

- A) 64-bits
- B) 32-bits ✅
- C) 8-bits
- D) 16-bits

---

8. The execution of the instruction mov word [ES : 160], 0x1230 will print a character on the screen at:

- A) First column of third row
- B) First column of second row ✅
- C) Second column of second row
- D) Second column of first row

---

9. mov byte [swap], 0 What does the above code do?

- A) It simply stores the 0 value to location named as byte
- B) It simply stores the 0 value to location named as swap
- C) It stores the byte value of 0 to location named as swap ✅
- D) It stores the byte value of 0 to location named as byte

---

10. VGA stands for:

- A) Visual Graphics Adapter ✅
- B) Video Graphics Application
- C) Video Graphics Adapter
- D) Video Graphic Accumulator

. Which of the following jump would perform better to sort the signed numbers?

- jex
- O
- jz
- jle ✅
- ige
- O O O

---

2. mov byte [swap], 0. What would happen if we don't use the keyword byte or word before the operand?

- Nothing will happen, program will run smoothly all the time

- Nothing will happen but it's good practice to use these keywords
- It's useless to use these keywords
- It's good to use, otherwise size mismatch error may occur ✅
- O O O

---

3. mov byte [swap], 0. What does the above code do?

- It simply stores the 0 value to location named as byte
- It stores the byte value of 0 to location named as swap ✅
- It simply stores the 0 value to location named as swap
- It stores the byte value of 0 to location named as byte
- O O O

---

4. MOVS instruction is used to

- Move register to a memory location
- Move register to register
- Move memory to memory
- Move a memory location to register ✅
- O O O

---

5. VGA stands for

- Video Graphics Application
- Visual Graphics Adapter
- Video Graphics Adapter ✅
- Video Graphic Accumulator
- O O O

---

6. If the operand is 16-bits in the DIV instruction, then the dividend will be

- 16-bits

- 32-bits ✅
- 64-bits

---

7. The execution of the instruction "mov word [ES : 160], 0x1230" will print a character on the screen at:

- Second column of second row
- Second column of first row ✅
- First column of third row
- First column of second row
- O O O

---

8. What would happen after execution of the following instructions? mov [vuid+di+2], [vuid+di] mov [vuid+di], [vuid+di+2]

- Same value will be copied to both locations
- It will swap digits of location named as vuid with its next digit
- This will cause an error
- It will swap digits of location named as vuid with its previous digit ✅
- O O O

---

9. Our computer's screen is like a 2-D array having _ columns.

- 25, 40
- 80, 25 ✅
- 25, 80
- 40, 25
- O O O

---

10. To access the video memory _____ register is used.

- DI
- BH

- ES ✅
- AX

The value of is recovered from the stack when RET instruction is executed.

- DS
- O
- IP ✓
- SP

Which of the following statement best describes the Shift Logical Right (SHR) operation?

- The Right most bit is transferred to AX
- Inserts a zero from left and moves every bit one position to the right ✓
- The Left most bit is transferred to AX
- Inserts a zero from right and moves every bit one position to the left

RET pops the _____ at the top of the stack into the instruction pointer and increments SP by

- word, one
- byte, two
- byte, one
- word, two ✓

Ox represents

- Hexadecimal Numbers ✓
- 0 Based Numbers
- Decimal Numbers
- Binary Number

The ____ shifting is achieved by multiplying the number by 2.

- Right
- Left ✓

Near Calls are also called

- intra segment ✓

- inter segment
- Close call
- Small call

SP is decremented by when an element is pushed on the stack.

- word, two ✓

When all the general registers are used then a subroutine can receive maximum _____ parameters.

- six ✓

Far calls are also called

- distant
- inter segment ✓
- obscure
- intra segment

Shift Arithmetic Left (SAL) can also be called as

- Shift Logical Right
- Shift Logical Left ✓
- Rotate right
- Rotate Left

RET pops the _____ at the top of the stack into the instruction pointer and increments SP by __

- word, two ✓
- byte, two
- word, one
- byte, one

The value of _____ is recovered from the stack when RET instruction is executed.

- SP
- IP ✓

The ____ shifting is achieved by multiplying the number by 2.

- Right

- Left ✅

When all the general registers are used then a subroutine can receive maximum _____ parameters.

- six ✅

Shift Arithmetic Left (SAL) can also be called as

- Rotate Left
- Shift Logical Right
- Rotate Right
- Shift Logical Left ✅

Near Calls are also called

- Small call
- inter segment
- intra segment ✅

Far calls are also called

- inter segment ✅
- distant
- intra segment
- obscure

SP is decremented by _____ when an element is pushed on the stack.

- two ✅

Which of the following statement best describes the Shift Logical Right (SHR) operation?

- Inserts a zero from right and moves every bit one position to the left
- Inserts a zero from left and moves every bit one position to the right ✅
- The Left most bit is transferred to AX
- The Right most bit is transferred to AX

Ox represents

- 0 Based Numbers
- Binary Number
- Decimal Numbers

- Hexadecimal Numbers ✅

1. **The value of is recovered from the stack when RET instruction is executed.**
    - DS
    - **IP** ✅
2. **Which of the following statement best describes the Shift Logical Right (SHR) operation?**
    - The Right most bit is transferred to AX
    - Inserts a zero from left and moves every bit one position to the right ✅
    - The Left most bit is transferred to AX
    - Inserts a zero from right and moves every bit one position to the left
3. **RET pops the _____ at the top of the stack into the instruction pointer and increments SP by _____.**
    - byte, one
    - **word, two** ✅
    - word, one
4. **The ____ shifting is achieved by multiplying the number by 2.**
    - **Left** ✅
    - Right
5. **Shift Arithmetic Left (SAL) can also be called as**
    - Rotate Left
    - Shift Logical Left ✅
    - Rotate right
    - Shift Logical Right
6. **Near Calls are also called _**
    - Small call
    - **intra segment** ✅
    - inter segment
7. **When all the general registers are used then a subroutine can receive maximum _____ parameters.**

- **six** ✅

8. **'SP is decremented by when an element is pushed on the stack.**
   - **two** ✅
9. **Far calls are also called**
   - obscure
   - intra segment
   - distant
   - **inter segment** ✅
10. **Ox represents**
    - Binary Number
    - **Hexadecimal Numbers** ✅
    - Decimal Numbers
    - 0 Based Numbers

. Shift Arithmetic Left (SAL) can also be called as

- Rotate Left
- Shift Logical Right
- Rotate Right
- **Shift Logical Left** ✅

---

2. Which of the following statement best describes the Shift Logical Right (SHR) operation?

- Inserts a zero from right and moves every bit one position to the left
- **Inserts a zero from left and moves every bit one position to the right** ✅
- The Right most bit is transferred to AX
- The Left most bit is transferred to AX

---

3. Which of the following statement best describes the difference between 'AND' and 'ADD' instruction in assembly language?

- **ADD is arithmetic instruction and AND is logical instruction** ✅

- Both are arithmetic instructions
- ADD is logical instruction but the AND is arithmetic instruction
- Both instructions are logical instructions

---

4. Intel 8088 stack works on sized elements.

- byte
- nibble
- **word** ✅

---

5. Tnibble is equivalent to

- 05 bit
- 05 bytes
- **2 bytes** ✅

---

6. Ox represents

- Binary Number
- 0 Based Numbers
- Decimal Numbers
- **Hexadecimal Numbers** ✅

---

7. The ____ shifting is achieved by multiplying the number by 2.

- **Left** ✅

---

8. If we multiply two 4-bit numbers, the result will be in

- **16** ✅

---

9. What is the correct syntax for NOT operation?

- not word [var], ax

- not byte [var], ax
- **not ax, bx** ✅
- not bx

---

10. RET pops the _ at the top of the stack into the instruction pointer and increments SP by _

- word, one
- byte, one
- byte, two
- **word, two** ✅

What would you do, when you want the counter to be increased by 2? Which of the following options matches the best with the scenario?

- use the inc instruction twice
- add 2 in the cx registers
- Use the add instruction and add 2 in the counter register
- **You can use inc instruction twice or use add instruction to add 2 in the counter register** ✓

---

2. **____ is used to hold the address of the next instruction to be executed.**
   - Instruction register
   - **Program counter** ✓
   - Memory data register
   - Memory address register

---

3. **When all the general registers are used, then a subroutine can receive a maximum _____ parameters.**
   - **4 parameters** ✓

---

4. **Which of the following statement best describes the difference between 'AND' and 'ADD' instruction in assembly language?**

- ADD is a logical instruction, but the AND is an arithmetic instruction
- **ADD is an arithmetic instruction and AND is a logical instruction** ✓
- Both instructions are logical instructions
- Both are arithmetic instructions

---

5. **What is the purpose of the INC instruction in assembly language?**
   - It decreases the operand's value by 1 if it is 1 byte size and 2 if its size is 2 bytes
   - It increases the operand's value by 1 if it is 1 byte size and 2 if its size is 2 bytes
   - It decreases the operand's value by 1
   - **It increases the operand's value by 1** ✓

---

6. **The ____ shifting is achieved by multiplying the number by 2.**
   - **Left** ✓
   - Right

---

7. **Intel 8088 stack works on sized elements.**
   - bit
   - 2
   - word
   - nibble
   - **byte** ✓

---

8. **Near Calls are also called**
   - inter segment
   - **intra segment** ✓
   - Small call
   - Close call

---

9. **Which of the following statement best describes the Shift Logical Right (SHR) operation?**
    - The Rightmost bit is transferred to AX
    - Inserts a zero from right and moves every bit one position to the left
    - **Inserts a zero from left and moves every bit one position to the right** ✓
    - The Leftmost bit is transferred to AX

---

10. **0x represents**

- Decimal Numbers
- 0 Based Numbers
- **Hexadecimal Numbers** ✓
- Binary Number

If we multiply two 4-bit numbers, the result will be in:

- 16-bit
- 8-bit
- 4-bit
- 32-bit
- ✅ 16-bit

Which of the following statement best describes the Shift Logical Right (SHR) operation?

- Inserts a zero from right and moves every bit one position to the left
- ✅ Inserts a zero from left and moves every bit one position to the right
- The Left most bit is transferred to AX
- The Right most bit is transferred to AX

Far calls are also called:

- ✅ inter segment
- distant
- obscure

- intra segment

Intel 8088 stack works on sized elements:

- bit
- ✅ byte
- word
- nibble

Which of the following statement best describes the difference between 'AND' and 'ADD' instruction in assembly language?

- Both instructions are logical instructions
- Both are arithmetic instructions
- ADD is logical instruction but the AND is arithmetic instruction
- ✅ ADD is arithmetic instruction and AND is logical instruction

When all the general registers are used then a subroutine can receive maximum _____ parameters:

- 16 parameters
- ✅ 6 parameters
- 5 parameters
- 4 parameters

What would you do, when you want the counter to be increased by 2? Which of the following options matches the best with the scenario?

- Use the add instruction and add 2 in the counter register
- use the inc instruction twice
- add 2 in the ex registers
- ✅ You can use inc instruction twice or use add instruction to add 2 in the counter register

What is the purpose of 'INC' instruction in assembly language?

- It decreases the operand's value by 1
- ✅ It increases the operand's value by 1
- It increases the operand's value by 1 if it is 1 byte size and 2 if its size is 2 bytes
- It decreases the operand's value by 1 if it is 1 byte size and 2 if its size is 2 bytes

Ox represents:

- 0 Based Numbers
- Decimal Numbers
- Binary Number
- ✅ Hexadecimal Numbers

RET pops the _____ at the top of the stack into the instruction pointer and increments SP by _____:

- byte, two
- word, two
- byte, one
- ✅ word, two

1. Which one is correct extension of list file and assembly file?

- ☐ lst and .assm respectively
- ✅ .st and .asm respectively
- ☐ Jit and .asm respectively
- ☐ jt and .am respectively

---

2. Suppose there is a folder named as "AssmSoft" in the root directory of drive C and you want to mount it in DOSBox as drive M. Which of the following is a correct command to do this?

- ✅ mount M: C://AssmSoft
- ☐ mount C://AssmSoft M: /
- ☐ mount M;/ C://AssmSoft
- ☐ mount C://AssmSoft M:

---

3. Which software is used to emulate the Disk Operating System?

- ✅ DOSBOX
- ☐ PowerShell
- ☐ NASM
- ☐ AFD

---

4. JCXZ jump is taken, if _____

- ☑ cx
- ☐ BX
- ☐ AX
- ☐ Dx

---

5. Which of the following is the correct command to generate '.com' file only, by using NASM?

- ☐ nasm file.asm -o file;com
- ☐ nasm file.asm -I file;com
- ☐ nasm file.asm -io file;com
- ☑ nasm file.asm -o file.com

---

6. In the following assembly language instructions, which statement will be executed first?

- ☑ jmp loop
- ☐ loop:
- ☐ mov cx,0
- ☐ mov ax,0

---

7. How many time(s), the loop will be executed in the following set of instructions?

assembly

Copy code

mov cx, 4

loop:

sub cx,2

jz loop

- ☐ 4
- ☑ 2

- ☐ 6
- ☐ 1

---

8. How many bits in the memory will be reserved by the following instruction?

assembly

Copy code

num: dw 1,2,3

- ☐ 2
- ☐ 48
- ☐ 24
- ☑ 6

---

9. Which of following is a correct instruction to debug the assembly language program?

- ☐ afd FileName.com
- ☐ open FileName.asm
- ☐ afd FileName.asm
- ☑ debug FileName.asm

---

10. What is correct syntax for move instruction?

- ☐ mov operand value
- ☑ mov operand, value
- ☐ move value operand
- ☐ mov value, operand

1. **What symbol is used to define a label in the assembly language programming?**
    - O : (colon) ☑
    - O O
    - Space

- O ; (semi-colon)
- Tab

2. **Jump will be taken by 'JNZ' instruction if**
   - O Jump if the sign flag is not set
   - O Jump if the sign flag is set
   - O Jump if the zero flag is not set ✅
   - O Jump if the zero flag is set
3. **are taken if the last arithmetic operation has produced a number in its destination that has odd parity.**
   - O JNP, JPO ✅
   - O JCX, JNS
   - O JS, JNS
4. **jump instruction is independent of flags.**
   - O JNE
   - O JNS
   - O JO
   - O JCXZ ✅
5. **Which of following jump is not dependent on any flag?**
   - O jna
   - O jnc
   - O jmp ✅
   - O jnz
6. **1 db is equivalent to**
   - O 05 ✅
   - O O
7. **How many bits in the memory will be reserved by the following instruction? num: dw 1,2,3**
   - O 48
   - O 24 ✅
   - O O

8. **is an illegal instruction.**
    - O MOV AX,65
    - O Mov BX, 10
    - O MOV AX,BX
    - O MOV AX,[BX+BP] ✅
9. **JCxXZ jump is taken, if**
    - O AX
    - O CX ✅
    - O DX
    - O BX
10. **In the following assembly language instructions, which statement will be executed first? jmp loop mov ax,0 loop: mov cx,0**
    - O jmp loop ✅
    - O mov cx,0
    - O loop:
    - O mov ax,0

1. **Jump will be taken by 'JNZ' instruction if:**
    - Jump if the zero flag is set ✓
    - Jump if the sign flag is not set
    - Jump if the zero flag is not set
    - Jump if the sign flag is set
2. **1 db is equivalent to:**
    - 05 ✓
3. **_____ are taken if the last arithmetic operation has produced a number in its destination that has odd parity.**
    - JNP, JPO ✓
    - Js, JNS
    - JCX, JNS

- JP, JPE

4. **JCxXZ jump is taken, if _____ is zero.**
   - BX
   - DX
   - AX
   - CX ✓
5. **What symbol is used to define a label in the assembly language programming?**
   - ; (semi-colon)
   - : (colon) ✓
   - Space
   - Tab
6. **In the following assembly language instructions, which statement will be executed first?**
   - jmp loop ✓
   - mov ax,0
   - loop: mov cx,0
7. **How many bits in the memory will be reserved by the following instruction? num: dw 1,2,3**
   - 3
   - 6 ✓
   - 24
   - 68
8. **Which of the following jump is not dependent on any flag?**
   - jna
   - jne
   - jnz
   - jmp ✓
9. **_____ is an illegal instruction.**
   - MOV AX,[BX+BP] ✓
   - Mov BX, 10

- MOV AX,BX
- MOV AX,65

What is the correct syntax for the move instruction?

- O move value operand
- ✔ mov value, operand
- mov operand, value
- O O O mov operand value

How many time(s) will the loop be executed in the following set of instructions?
mov cx, 4 loop: sub cx, 2 jz loop

- The loop will be executed 2 times.

The decimal representation of 0x17 is _.

- ✔ 23

Which of the following jump instructions is an unconditional jump?

- ✔ jmp
- joz
- jns

"mov [bx], ax" moves the two bytes contents of the AX register to the address contained in the BX register in the current

- Stack Segment
- Extra Segment
- Code Segment
- ✔ Data Segment

is used to hold the address of the current instruction to be executed

- Flag
- ✔ IR
- Stack

"mov [bp], al" moves the one byte contents of the AL register to the address contained in the BP register in the current

- Extra Segment
- ✔ Stack Segment
- Code Segment
- Data Segment

Which of the following is an incorrect instruction?

- ✔ mov [ax], bx
- mov [ax], [bx]
- mov ax, [bx]

The Intel 8085 processor can access a maximum of

- 2MB
- 85 KB
- ✔ 64 KB

num: db 75, 50, 77, 82 Which of the following accesses the third element ie. 77?

- ✔ [num+i+2]
- [num+i+3]
- [num+i+4]
- num[i][2]

"mov [bx], ax" moves the two bytes contents of the AX register to the address contained in BX register in the current _____.

- Data Segment ✓
- Stack Segment
- Extra Segment
- Code Segment

"mov [bp], al" moves the one byte contents of the AL register to the address contained in the BP register in the current _

- Data Segment
- Extra Segment
- Code Segment

- Stack Segment ✓

num: db 75, 50, 77, 82 Which of the following accesses the third element ie. 77?

- [numi+2] ✓
- [numi+3]
- numi[2]
- [numi+4]

What is correct syntax for move instruction?

- move value operand
- mov operand, value ✓
- mov operand value
- mov value, operand

The decimal representation of Oxll7 is _____. .

- 2
- 32
- 17
- 21
- 22
- 23 ✓

The intel 8085 processor can access maximum

- 64 KB ✓
- 2MB
- 1MB

Which of following is an incorrect instruction?

- mov [ax], [bx] ✓
- mov [ax], bx
- mov ax, [bx]
- mov ax, 20

How many time(s), the loop will be executed in the following set of instructions?

mov cx, 4

loop: sub cx, 2
jz loop

- 0
- 1 ✓
- 3

What assembly language instruction(s) do we use to terminate the program?

- mov ax,0xBc00
- int oxa1
- int ax,0x4c00
- mov 0x21
- mov ax,0x4c00 ✓
- int Ox21

Which of following jump instruction is an unconditional jump?

- jexz
- jnz ✓
- jns

1. We use _____ to generate '.com' file and _____ to generate '.lst' file.

Options:

A) nasm, nasm

B) nasm, nasmnasm

C) DosBox, DOSBox

D) DOSBox, DOSBox

Correct Option: D) DOSBox, DOSBox

2. Which one is correct extension of the list file and assembly file?

Options:

A) .lt and .am respectively

B) .lit and .asm respectively

C) .lst and .asm respectively

D) .lst and .assm respectively

Correct Option: C) .lst and .asm respectively

3. Which software is used to emulate the Disk Operating System?

Options:

A) NASM

B) AFDP

C) PowerShell

D) DOSBOX

Correct Option: D) DOSBOX

4. NASM stands for

Options:

A) Network Assembler

B) Netwide Assembler

C) NetWorld Assembler

D) Newly Assembler

Correct Option: B) Netwide Assembler

5. Which of the following is an incorrect command to mount a path in DOSBox?

Options:

A) mount d:\ c:\

B) mount d: c:\

C) mount d d:\

D) mount d c:\

Correct Option: B) mount d: c:\

1. Which software is used to emulate the Disk Operating System?

DOSBOX ✅

PowerShell

NASM

AFD

2. Which of the following is incorrect command to mount a path in DOSBox?

mount d: c:\

mount d d:\

mount d:\ c:\ ✅

mount d c:\

3. Suppose there is a folder named as "AssmSoft" in the root directory of drive C and you want to mount it in DOSBox as drive M. Which of the following is a correct command to do this?

mount C://AssmSoft M:

mount M:/ C://AssmSoft

mount M: C://AssmSoft ✅

mount C://AssmSoft M:/

4. NASM stands for

Netwide Assembler ✅

NetWorld Assembler

Newly Assembler

Network Assembler

5. To generate 'lst' file.

afd, DosBox

DOSBox , DOSBox

nasm, nasm

nasm , afd ✅

6. Which one is correct extension of list file and assembly file?

st and .assm respectively

It and .am respectively

lit and .asm respectively

lst and .asm respectively ✅

7. Basic reason of using NASM inside DOSBox is.

NASM cannot directly run on 32bit and/or 64bit OS ✅

DOSBox does better exception handling

DOSBox provides better security

DOSBox provides better speed

8. To show the content of memory location DS:0115 at Memory Window 1, which command you will type at the terminal of AFD?

Load MI DS:0115

MWI1> DS:0115 ✅

MOV MI DS:0115

MI DS:0115

9. Which of the following is the correct command to generate '.com' file only, by using NASM?

nasm file.asm io file;com

nasm file.asm | file.com

nasm file.asm i fileccom

nasm file.asm o file.com ✅

10. Which of following is a correct instruction to debug the assembly language program?

afd FileName.com ✅

afd FileName.asm

open FileName.asm

debug FileName.asm