**CS609 Quiz Questions**

Select correct Top down approach sequence of layered approach followed for system programming.

Hardware -> Bios -> DOS

**DOS -> Bios -> Hardware**

Bios -> DOS -> Hardware

Systems programming is the study of techniques that facilitates the acquisition of \_\_\_\_\_\_ from input devices.

**Data**

Information

Power

Control

There are differences in mechanism of invocation of interrupt and event driven procedures

**Yes**

No

Maximum numbers of interrupts that are registered in IVT are;

**FF**

EF

BF

AE

In interrupt vector table, if we are at address 0000:03FBH, this represent interrupt number;

**FE**

EF

EE

FF

Each Entry in Interrupt Vector Table (IVT) is sized \_\_\_\_\_\_\_ .

**4 bytes**

4 KB

8 bytes

1024 bytes

Parameters in interrupts are passed through \_\_\_\_\_\_\_\_\_ .

Stack

**Registers**

Array

None of the given options

If we are at address F000:0000H, then we are supposed to invoke interrupt(s) for;

**BIOS**

COM4

LPT3

LPT1

What is output of the following program;

#include<DOS.H>

union REGS regs;

void main (void )

{

regs.h.al = 0x99;

regs.h.ah = 0x00;

printf ("%x",regs.x.ax);

}

00

**99**

0099

9900

Int86() has \_\_\_\_\_\_\_\_ parameters.

0

1

2

**3**

Getting interrupt vector refers to the operation which is used to read the \_\_\_\_\_\_\_\_\_ address stored with in vector.

**Far**

Near

High

None of the given options

To change the behavior of an interrupt, we have to use function;

Changevect()

Keep()

**Setvect()**

Getvect()

keep() has \_\_\_\_\_\_\_\_\_\_\_ parameters while exit() has \_\_\_\_\_\_\_\_\_\_\_.

0, 2

1, 2

**2, 0**

2, 1

Interrupt number 8 is invoked by \_\_\_\_\_\_\_\_\_\_\_\_.

DOS

**BIOS**

Hardware

None of the given

In text mode, screen has limit to print \_\_\_\_\_\_\_\_ alphabets shown on screen simultaneously.

1500

1800

**2000**

2200

The registers Flags, \_\_\_\_\_\_\_\_\_\_ are pushed on execution of INT instruction and executions branches to the interrupt procedure

**CS and IP**

CS and SP

IP and DS

DS and SP

To access disk interrupt \_\_\_\_\_\_ and its service \_\_\_\_\_\_\_ are used

**13H , 3H**

13H, 12H

09H , 3H

12H , 3H

The address of partition block on hard disk is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

**head # =1, track# = 0 and sector # = 1**

head # =0, track# = 0 and sector # = 0

head # =1, track# = 1 and sector # = 1

head # =0, track# = 0 and sector # = 1

The service \_\_\_\_\_\_\_ is called the keyboard hook service

**15H/4FH**

15H/4EH

16H/4AH

15H/4FFH

Which of the following register is used, if you want to block access of any Hardware.

ISR

**IMR**

IRR

None of the given

NMI (Non maskable Interrupt) is used by \_\_\_\_\_\_ .

**ALU circuitry which performs division**

COM ports

LPT ports

Keyboard and timer

Total No. of bytes that can be stored in Keyboard Buffer is\_\_\_\_.

16

**32**

64

128

if the following function,

keep(1, 1000);

is called in the TSR program, it means that \_\_\_\_\_\_\_\_ No. of bytes are reserved in the memory.

8000

**16000**

32000

64000

The \_\_\_\_\_\_ service # is not used in any interrupt.

01

02

03

**FF**

Keyboard buffer is of \_\_\_\_ bytes.

16

**32**

64

128

In counter register bit no. 3 changes its value between 0 and 1 with in \_\_\_\_clock cycles

1

2

4

**16**

In keyboard status byte bit no. 2 and 3 are used for ctrl and alt keys respectively which of the following condition is used to check that Ctrl + Alt keys are pressed.

Where:

unsigned char far \* scr = (unsigned char far \*)(0x00400017);

**if (((\*scr)&12)==12)**

if (((\*scr)&8)==8)

if (((\*scr)&4)==4)

if (((\*scr)&2)==2)

If we want to produce the shrill voice from the speaker phone then we have to load the \_\_\_ divisor value at Port \_\_\_.

high, 0x42

**low, 0x42**

high, 0x22

low, 0x22

If we want to send printing on the printer then we have to perform following steps.

Initialize printer

Read Status

Check Error

**All of the given**

If printer is \_\_\_\_\_ then printer sends back the ACK signal to the printer interface

**Idle**

Busy

Out of the paper

None of the given

At IRQ 7 Interrupt # \_\_\_ is used.

0X0A

0X0B

0X0C

**0X0F**

We have set the bit No. 7 of IMR(Interrupt Mask Register) to unmask the Interrupt so that interrupt \_\_\_\_\_ can occur at \_\_\_\_ line.

**0xf ,IRQ 7**

0xa, IRQ 6

0x8, IRQ 5

0x6, IRQ 2

In order to produce the sound from PC internal Speaker we have to load the\_\_\_bit divisor value at the \_\_\_port.

8, 0x21

**16, 0x42**

*32, 0x22*

*64, 0x32*