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Concept: A microcontroller (MCU), is the smallest and most basic computer. Running on a single chip, it has a CPU, memories (RAM and ROM), and interfaces (input/output ports) for additions like video, audio, USB, and cameras. Because microcontrollers are suitable for specific tasks, it is essential to choose a microcontroller that is most appropriate for a project. There are many factors to consider, some of the important factors are Power efficiency: There is a trade-off between processing performance and power consumption, a device with higher processing power will consume more energy. Therefore, if your microcontroller is wireless and running on a rechargeable battery, you need to weigh sacrificing power efficiency against getting more processing power, or vice versa. Hardware architecture: A microcontroller’s packaging directly influences its size and performance. Dual in-line packaging is the most common type. Small-outline transistors have a small footprint, and quad flat packs take up more areas but less vertical space. Number of I/O Pins: The number of general or special purpose input/output ports and (or) pins possessed by a microcontroller is one of the most important factors that influences the choice of microcontroller. If a microcontroller were to have all of the other features mentioned in this article but doesn’t have enough IO pins as required by the project, it cannot be used. Processing power (speed): The microprocessor takes time to execute instructions, this time being determined by the processor clock. Memory: The amount of memory (RAM and ROM) you need will depend on the programs you will be running. More programs need more random access memory (RAM). Hardware interface: The nature of the task will dictate the need for hardware interfaces such as USB, Wi-Fi, Bluetooth, audio, video, or camera. Software architecture: Some microcontrollers are operable on multiple OSs, and others are not. 0 ratings0% found this document useful (0 votes)18 views4 pagesSaveSave Microprocessor & Interfacing MCQs For Later0%0% found this document useful, undefined Find all the important questions for Microprocessor Interfacing at EduRev.Get fully prepared for Microprocessor Interfacing with EduRev's comprehensive question bank and test resources. Our platform offers a diverse range of question papers covering various topics within the Microprocessor Interfacing syllabus. Whether you need to review specific subjects or assess your overall readiness, EduRev has you covered. The questions are designed to challenge you and help you gain confidence in tackling the actual exam. Maximize your chances of success by utilizing EduRev's extensive collection of Microprocessor Interfacing resources. 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With EduRev's Online Tests, you can build confidence, boost your performance, and ace Microprocessor Interfacing with ease. Join thousands of successful students who have benefited from our trusted online resources. 1. Microprocessor Related Questions Microprocessor is the chip that performs arithmetic and logical operations based on given input data and instructions and sends out the results of such processing operation. Microprocessor contains huge number of electronic devices like transistors, capacitors, resistorsand inductors embedded in neatly etched circuitry. Microprocessor is the brain of computer since all other parts of computer simply coordinatewith this one chip. Processor can complete one operation per clock cycle. The number of clock cycles persecond is called the speed of the processor, measured in kHz (1 kHz = thousand cyclesper second) or FLOPS (FLoating Point OPerations per Second). Registers in microprocessor hold the data required for processing. Control unit of the microprocessor directs the work to be carried out by other parts ofa computer. It coordinates with the memory registers and Arithmetic and Logic Unit tocomplete processing. Arithmetic and Logic Unit (ALU) is the part of microprocessor circuitry which does thenumber crunching and comparison works. Parallel processing in microprocessors is made possible through multiple processor corescast in a single chip. Multi-core processors gain higher speed if proper multi-processing algorithms are combinedwith multi-core processors. Small memory called cache memory is etched on board the micro-processor. 2. 1. FPGA means a) Field Programmable Gate Array b) Forward Programmable Gate Array c) Forward Parallel Gate Array d) Field Parallel Gate Array Ans. a 2. Which language could be used for programming an FPGA. a) Verilog b) VHDL c) Both A and B d) Heetson Ans. c 3. What is mean by ALU a) Arithmetic logic upgrade b) Arithmetic logic unsigned c) Arithmetic Local unsigned d) Arithmetic logic unit Ans. d 4. In 8085 microprocessor, the RST6 instruction transfer programme execution to following location a) 0030H b) 0024H c) 0048H d) 0060H Ans. a 5. HLT opcode means a) load data to accumulator b) store result in memory c) load accumulator with contents of register d) end of program Ans. d 6. What is SIM? a) Select interrupt mask b) Sorting interrupt mask c) Set interrupt mask d) None of these Ans. c 7. A field programmable ROM is called a) MROM b) PROM c) FROM d) FPROM Ans. b 8. The length of bus cycle in 8086/8088 is four clock cycle, T1, T2, T3, T4 and an indeterminate number of wait clock cycles denoted by Tw. The wait states are always inserted between a) T1& T2 b) T2& T3 c) T3& T4 d) T4& T5 Ans.c 9. Which one of the following circuits transmits two messages simultaneously in one direction a) Duplex b) Diplex c) Simplex d) Quadruplex Ans. b 3. 10. 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In 8086 microprocessor, the address bus is ____ bit wide a) 10 bit b) 12 bit c) 16 bit d) 20 bit Ans. d 6. 33. The work of EU is _____ a) Encoding b) Decoding c) Processing d) Calculation Ans. b 34. The SF is called as _____ a) Single flag b) sign flag c) service flag d) super flag Ans. b 35. The OF is called as _____ a) Over flow flag b) overdue flag c) operation flag d) option flag Ans. a 36. The IF is called as _____ a) Initial flag b) interrupt flag c) indication flag d) inner flag Ans. b 37. The BP is indicated by ____ a) Base pointer b) binary pointer c) bit pointer d) digital pointer Ans. a 38. The SS is called as _____ a) Single stack b) Stack segment c) Sequence stack d) random stack Ans. b 39. The index register are used to hold _____ a) Memory register b) Offset address c) segment memory d) offset memory Ans. a 40. The DS is called as _____ a) Data segment b) digital segment c) divide segment d) decode segment Ans. a 7. 41. The CS register stores instructions _____ in code segment a) Stream b) Path c) Codes d) Stream Line Ans. c 42. The push source copes a word from source to _____ a) Stack b) Memory c) Register d) Destination Ans. a 43. IMUL source is a signed _____ a) Multiplication b) Addition c) Substraction d) Division Ans. a 44. The JS is called as ____ a) jump the signed bit b) jump single bit c) jump simple bit d) jump signal it Ans. a 45. Instruction providing both segment base and offset address are called _____ a) Below type b) far type c) low type d) high type Ans. b 46. The microprocessor determines whether the specified condition exists of not by testing the ___ a) Carry flag b) conditional flag c) common flag d) sign flag Ans. b 47. The pin of minimum mode AD0-AD15 has _____ address a) 16 bit b) 20 bit c) 32 bit d) 4 bit Ans. b 48. The pin of minimum mode AD0-AD15 has ____ data bus. a) 4 bit b) 20 bit c) 16 bit d) 32 bit Ans. c 8. 49. The address bits are sent out on lines through a) A16-19 b) A0-17 c) D0-D17 d) C0-C17 Ans. a 50. _____ is used to write into memory a) RD b) WR c) RD/WR d) CLK Ans. b 51. In a minimum mode there is a _____ of the system bus a) single b) double c) Multiple d) Triple Ans. a 52. In max mode, control bus signal S0, S1 and S2 are sent out in ____ form a) Decoded b) encoded c) shared d) unshared Ans. b 53. The ___ bus controller device decodes the signals to produce the control bus signal a) Internal b) Data c) External d) Address Ans. c 54. Primary function of memory interfacing is that the _____ should be able to read from and write into register a) Multiprocessor b) Microprocessor c) dual processor d) coprocessor Ans. b 55. Memory is an integral part of a _____ system a) Supercomputer b) Microcomputer c) mini computer d) mainframe computer Ans. b 56. _____ has certain signal requirements write into and read from its registers a) Memory b) Register c) Both A and B d) control Ans. a 9. 57. An ____ is used to fetch one address a) Internal decoder b) External Decoder c) Encoder d) Register Ans. a 58. The ____ pin is used to select direct command word a) A0 b) D7-D6 c) A12 d) AD7-AD6 Ans. a 59. The ____ is used to connect more microprocessor a) Peripheral device b) Cascade c) I/O device d) control unit Ans. b 60. ALE stands for _____ a) Address latch enable b) address level enable c) address leak enable d) address leak heetson Ans. a 61. Address line for TRAP is? a) 0023H b) 0024H c) 0033H d) 0099H Ans. b 62. Which bus is bidirectional? a) Address bus b) Control bus c) Data bus d) None of these Ans. c 63. Which microprocessor has multiplexed data and address lines? a) 8086 b) 80286 c) 80386 d) Pentium Ans. a 64. A 20-bit address bus can locate _____ a) 1,048,576 locations b) 2,097,152 locations c) 4,194,304 locations d) 8,388,608 locations Ans. a 10. 65. A 20-bit address bus allows access to a memory of capacity a) 1 MB b) 2 MB c) 4 MB d) 8 MB Ans. a 66. An 8 bit microprocessor signifies that a) 8-bit address bus b) 8-bit controller c) 8-interuppt lines d) 8-bit data bus Ans. d 1. LIFO stands for _____ a) last input first output b) least in least out c) last inside first outside d) last income first outcome 2. 8085 microprocessor has how many pins a) 30 b) 39 c) 40 d) 41 3. The ROM programmed during manufacturing process itself is called a) MROM b) PROM c) EPROM d) EEPROM 4. The number of output pins in 8085 microprocessor are a) 27 b) 40 c) 21 d) 19 5. The cycle required to fetch and execute an instruction in a 8085 microprocessor is which one of the following? a) Click cycle b) Memory cycle c) Machine cycle d) Instruction cycle 6. In microprocessor based system DMA refers to a) direct memory access for microprocessor b) direct memory access for the user c) direct memory access for the I/O device d) None of these 7. The clock speed of 8085 microprocessor is a) 1 MHz b) 1 KHz c) 3.2 KHz d) 3.2 MHz 11. 8. Following is a 16-bit register for 8085 microprocessor a) Stack pointer b) Accumulator c) Register d) Register Controler 9. In a microprocessor based system the stack is always in a) Microprocessor b) RAM c) ROM d) EPROM 10. Which of the data transfer is not possible in microprocessor? a) memory to accumulator b) accumulator to memory c) memory to memory d) I/O device to accumulator 11. What is store by the register? a) data b) operands c) memory d) None of these 12. In which year, 8086 microprocessor was introduced? a) 1978 b) 1979 c) 1977 d) 1981 13. A microprocessor is a ____ chip integrating all the functions of a CPU of a computer a) multiple b) single c) double d) triple 14. Microprocessor is the _____ of the computer and it perform all the computational tasks a) Backbone b) heart c) important d) brain 15. The purpose of the microprocessor is to control _____ a) Task b) memory c) processing d) switching 16. The CF is known as _____ a) Carry flag b) condition flag c) common flag d) single flag 12. 17. The SP is indicated by_____ a) Single pointer b) Stack pointer c) Source pointer d) Special pointer 18. 8086 and 8088 microprocessor contains _____ transistors a) 29000 b) 24000 c) 34000 d) 54000 19. The first Microprocessor was _____ a) Intel 4004 b) 8080 c) 8085 d) 4008 Click here for Answers Computer Best MCQ Book in Just Rs.29/- [7000+ Question in English] Computer Best MCQ Book in Just Rs.25/- (2100+ Question in Hindi) HEETSON Telegram WhatsApp Channel @heetsoniti 0 ratings0% found this document useful (0 votes)273 views2 pagesThe document contains an end semester examination paper for the subject Microprocessors and Interfacing. It has 8 questions with a total of 40 marks. 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A. 1 B. 3 C. 6 D. 5 Answer» C. 6 15. A. gate=1 B. gate=0 C. wr#=1 D. wr#=0 Answer» B. gate=0 16. A. write back B. write ahead C. read ahead D. read back Answer» D. read back 17. A. 2/(n+1) B. (n+1)/2 C. 2/(n-1) D. (n-1)/2 Answer» B. (n+1)/2 18. A. end of conversion B. enable output conversion C. error of conversion D. none of these Answer» A. end of conversion 19. A. 40 B. 20 C. 24 D. 28 Answer» D. 28 20. A. 5v B. 10v C. 15v D. 20v Answer» A. 5v 21. A. 28 B. 26 C. 24 D. 22 Answer» C. 24 22. A. 8 bit B. 16 bit C. 32 bit D. 64 bit Answer» A. 8 bit 23. A. bit set/reset B. byteset/reset C. binary set/reset D. none Answer» A. bit set/reset 24. A. porta B. portb C. portc D. portd Answer» C. portc 25. A. 2 B. 3 C. 4 D. 8 Answer» B. 3 26. A. wr\ B. reset C. gnd D. vcc Answer» B. reset 27. A. d7=1 B. d7=0 C. d0=1 D. d0=0 Answer» A. d7=1 28. A. d7=1 B. d7=0 C. d0=1 D. d0=0 Answer» B. d7=0 29. A. stb\ B. ibf C. obf\ D. none Answer» B. ibf 30. A. high B. low C. enable D. disable Answer» A. high 31. A. 1,0,1 B. 1,1,0 C. 1,1,1 D. 0,1,1 Answer» C. 1,1,1 32. A. intr B. ack\ C. obf\ D. ibf Answer» C. obf\ 33. A. mode0 B. mode1 C. mode2 D. bsr mode Answer» C. mode2 34. A. simplex B. half-duplex C. full-duplex D. none Answer» B. half-duplex 35. A. start bit B. stop bit C. character data D. all Answer» D. all 36. A. dual slope B. successive approximation C. flash D. single slope Answer» C. flash 37. A. eoc B. soc C. clk D. output control Answer» A. eoc 38. A. t(n-1) B. t(n+1) C. t(n) D. t(n+2) Answer» B. t(n+1) 39. A. 100 ms B. 100micro sec C. 100 ms D. 100ns Answer» B. 100micro sec 40. A. 40 B. 20 C. 24 D. 28 Answer» D. 28 41. A. 8088 B. 8086 C. 8085 D. all of these Answer» D. all of these 42. A. 2.5 million instruction per second B. 1.5 million instruction per second C. 3.5 million instruction per second D. 1.6 million instruction per second Answer» A. 2.5 million instruction per second 43. A. 16-bit 8086 and 8088 B. 32-bit 8086 and 8088 C. 64-bit 8086 and 8088 D. 8-bit 8086 and 8088 Answer» A. 16-bit 8086 and 8088 44. A. 16 bit register that point to stack B. 32 bit accumulator C. memory location in the stack D. flag register used for the stack Answer» A. 16 bit register that point to stack 45. A. index register B. instruction register C. memory address register D. memory data register Answer» C. memory address register 46. A. memory address register B. memory data register C. program counter D. index register Answer» B. memory data register 47. A. accumulator B. register C. adder D. decoder Answer» B. register 48. A. program counter B. instruction register C. instruction decoder D. accumulator Answer» D. accumulator 49. A. control register B. interface C. communicatio n protocol D. none of these Answer» B. interface 50. A. stack B. scratch pad C. address register D. status register Answer» B. scratch pad Done Studing? Take A Test. Great job completing your study session! Now it's time to put your knowledge to the test. Challenge yourself, see how much you've learned, and identify areas for improvement. Don’t worry, this is all part of the journey to mastery. Ready for the next step? Take a quiz to solidify what you've just studied. MCQ on Microprocessor. CPU chip questions and answer for computer competitive exams and interview with Question Bank pdf. These questions asked in many previous years exams. MCQ on Microprocessor 1. FPGA means a) Field Programmable Gate Array b) Forward Programmable Gate Array c) Forward Parallel Gate Array d) Field Parallel Gate Array Ans. a 2. Which language could be used for programming an FPGA. a) Verilog b) VHDL c) Both A and B d) Heetson Ans. c 3. What is mean by ALU a) Arithmetic logic upgrade b) Arithmetic logic unsigned c) Arithmetic Local unsigned d) Arithmetic logic unit Ans. d 4. 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In 8086 microprocessor, the address bus is ____ bit wide a) 10 bit b) 12 bit c) 16 bit d) 20 bit Ans. d 33. The work of EU is _____ a) Encoding b) Decoding c) Processing d) Calculation Ans. b 34. The SF is called as _____ a) Single flag b) sign flag c) service flag d) super flag Ans. b 35. The OF is called as _____ a) Over flow flag b) overdue flag c) operation flag d) option flag Ans. a 36. The IF is called as _____ a) Initial flag b) interrupt flag c) indication flag d) inner flag Ans. b 37. The BP is indicated by ____ a) Base pointer b) binary pointer c) bit pointer d) digital pointer Ans. a 38. The SS is called as _____ a) Single stack b) Stack segment c) Sequence stack d) random stack Ans. b 39. The index register are used to hold _____ a) Memory register b) Offset address c) segment memory d) offset memory Ans. a 40. The DS is called as _____ a) Data segment b) digital segment c) divide segment d) decode segment Ans. a Computer MCQ Book in Hindi PDF [2400 Question for competition] Rs.25/- WhatsApp Channel Join Now Telegram Channel Join Now 1. A. D7=1 B. D7=0 C. D0=1 D. D0=0 Answer» B. D7=0 2. A. STB# B. IBF C. OBF# D. none of these Answer» B. IBF 3. A. 8bit B. 16bit C. 32bit D. 64bit Answer» A. 8bit 4. A. mode 0 B. mode1 C. mode2 D. BSR Answer» C. mode2 5. A. Simplex B. Half duplex C. Full Duplex D. none of these Answer» B. Half duplex 6. A. Simplex B. Half duplex C. Full Duplex D. none of these Answer» C. Full Duplex 7. A. start bit B. stop bits C. character data D. all of these 8. A. Mov al,0AFH B. mov al,0AEH C. mov AL,0CEH D. Mov A,0AAH Answer» B. mov al,0AEH 9. A. TXRDY B. TXE C. TXC# D. both B and C Answer» B. TXE 10. A. Successive apraximation B. single step C. dual slope D. flash converter Answer» A. Successive apraximation 11. A. SOC B. EOC C. ALE D. all of these Answer» D. all of these 12. A. 2^n B. 2^n -1 C. 2^n +1 D. none of these Answer» B. 2^n -1 13. A. 1 B. 2 C. 3 D. 4 Answer» C. 3 14. A. 1 B. 3 C. 6 D. 5 Answer» C. 6 15. A. gate=1 B. gate=0 C. wr#=1 D. wr#=0 Answer» B. gate=0 16. A. write back B. write ahead C. read ahead D. read back Answer» D. read back 17. A. 2/(n+1) B. (n+1)/2 C. 2/(n-1) D. (n-1)/2 Answer» B. (n+1)/2 18. A. End of Conversion B. Enable output conversion C. error of conversion D. none of these Answer» A. End of Conversion 19. A. 40 B. 20 C. 24 D. 28 Answer» D. 28 20. A. 5V B. 10V C. 15V D. 20V Answer» A. 5V 21. A. 28 B. 26 C. 24 D. 22 Answer» C. 24 22. A. 8 bit B. 16 bit C. 32 bit D. 64 bit Answer» A. 8 bit 23. A. bit set/reset B. byteset/reset C. binary set/reset D. none Answer» A. bit set/reset 24. A. portA B. portB C. portC D. portD Answer» C. portC 25. A. 2 B. 3 C. 4 D. 8 Answer» B. 3 26. A. WR\ B. RESET C. GND D. Vcc Answer» B. RESET 27. A. D7=1 B. D7=0 C. D0=1 D. D0=0 Answer» A. D7=1 28. A. D7=1 B. D7=0 C. D0=1 D. D0=0 Answer» B. D7=0 29. A. STB\ B. IBF C. OBF\ D. NONE Answer» B. IBF 30. A. high B. low C. enable D. disable Answer» A. high 31. A. 1,0,1 B. 1,1,0 C. 1,1,1 D. 0,1,1 Answer» C. 1,1,1 32. A. INTR B. ACK\ C. OBF\ D. IBF Answer» C. OBF\ 33. A. mode0 B. mode1 C. mode2 D. BSR MODE Answer» C. mode2 34. A. simplex B. half-duplex C. full-duplex D. none Answer» B. half-duplex 35. A. start bit B. stop bit C. character data D. all Answer» D. all 36. A. DUAL SLOPE B. successive approximation C. flash D. single slope Answer» C. flash 37. A. EOC B. SOC C. CLK D. OUTPUT CONTROL Answer» A. EOC 38. A. T(n-1) B. T(n+1) C. T(n) D. T(n+2) Answer» B. T(n+1) 39. A. 100 ms B. 100micro sec C. 100 Ms D. 100ns Answer» B. 100micro sec 40. A. 40 B. 20 C. 24 D. 28 Answer» D. 28 Done Studing? Take A Test. Great job completing your study session! Now it's time to put your knowledge to the test. Challenge yourself, see how much you've learned, and identify areas for improvement. Don’t worry, this is all part of the journey to mastery. Ready for the next step? Take a quiz to solidify what you've just studied.