

OBJECTIVE TYPE QUESTIONS

1. The internal RAM memory of 8051 is
 - a. 32 bytes
 - b. 64 bytes
 - c. 128 bytes
 - d. 256 bytes
2. The 8051 has ----- 16 bit timers/counters.
 - a. 1
 - b. 2
 - c. 3
 - d. 4
3. The address space of 8051 is divided into four distinct areas: internal data, external data, internal code external code.
 - a. TRUE
 - b. FALSE
4. 8051 pin diagram has
 - a. 39 pins
 - b. 20 pins
 - c. 10 pins
 - d. 40 pins
5. 8051 has _____ bit Address bus
 - a. 10
 - b. 20
 - c. 16
 - d. 32
6. 8051 has _____ bit Data bus
 - a. 8
 - b. 20
 - c. 16
 - d. 32
7. ALE stands for
 - a. Address Enable Latch
 - b. Latch Enable Address
 - c. Address Latch Enable
 - d. Enable Latch Address
8. The internal ROM memory of 8051 is
 - a. 4K bytes
 - b. 64K bytes
 - c. 128K bytes
 - d. 256K bytes
9. How many Ports 8051 is having
 - a. 1
 - b. 2
 - c. 3
 - d. 4

10. PSW stands for
- Program Standing verb
 - Printing status word
 - Ping stats word
 - Program Status Word
11. PSW is _____ bit register
- 8
 - 16
 - 4
 - 32
12. Program Counter is
- Used to hold the address of next instruction to be fetched
 - Used to print the next data
 - Used to store the RAM address
 - None of the above
13. 8051 Microcontroller is
- Application Specific
 - General Purpose
 - All of these
 - None of the above
14. PSEN in 8051 is
- Program Specific Enable
 - Printing Screen Enable
 - Program Store Enable
 - None of the above
15. Accumulator register is
- Bit Addressable
 - Byte Addressable
 - All the above
 - None of the above
16. Program Counter is _____ bit register
- 8
 - 16
 - 4
 - 32
17. Data Pointer is _____ bit register
- 8
 - 16
 - 4
 - 32

18. DPTR stands for

- a. Data Pointer
- b. Dynamic Pointer
- c. Deletion Pointer
- d. Direct Pointer

19. Criteria for Choosing Microcontroller

- a. Speed
- b. Power Consumption
- c. Cost Per Unit
- d. All the above

20. DIP stands for

- a. Dual in Line Package
- b. Data in Line Package
- c. Degree Improvement Program
- d. None of the above

OBJECTIVE TYPE QUESTIONS

1. This program will be executed continuously

```
Go: MOV A, #01  
    JNZ Go
```

- a. True b. False c. None of the above d. All of the above
2. Data transfer from I/O to external data memory can only be done with MOVX command
- a. True b. False c. None of the above d. All of the above
3. Mov A, #55h belongs to
- a. Immediate Addressing Mode
b. Register Addressing Mode
c. Direct Addressing Mode
d. Indirect Addressing Mode
4. Mov R0,40h belongs to
- a. Immediate Addressing Mode
b. Register Addressing Mode
c. Direct Addressing Mode
d. Indirect Addressing Mode
5. Mov RL, DPL belongs to
- a. Immediate Addressing Mode
b. Register Addressing Mode
c. Direct Addressing Mode
d. Indirect Addressing Mode
6. Mov @R1, B belongs to
- a. Immediate Addressing Mode
b. Register Addressing Mode
c. Register Indirect Addressing Mode
d. Indexed Addressing Mode
7. Movc A, @A + DPTR belongs to
- a. Immediate Addressing Mode
b. Register Addressing Mode
c. Register Indirect Addressing Mode
d. Indexed Addressing Mode

8. In MOV instruction data always moves from
- Destination to Source
 - Source to Destination
 - Destination to Destination
 - None of the above
9. In Register Indirect Addressing Modes we can use only
- R0 and R1
 - R0 and R2
 - R1 and R2
 - R3 and R7
10. DAA stands for
- Decimal Adjust Accumulator After Addition
 - Data Adjust After Addition
 - Decimal Accurate Addition
 - None of the above
11. AND operation is used to
- Set a bit
 - Mask a bit
 - To check whether two registers have same value
 - None of the above
12. OR operation is used to
- Set a bit
 - Mask a bit
 - To check whether two registers have same value
 - None of the above
13. XRL operation is used to
- Set a bit
 - Mask a bit
 - To check whether two registers have same value
 - None of the above
14. SWAP instruction is used to
- Interchange Lower Nibble with Upper Nibble
 - Interchange D3 with D4
 - All of the above
 - None of the above

15. Identify the Unconditional Jump

- a. SJMP
- b. LJMP
- c. JMP
- d. All of the above

16. Identify the Conditional Jump

- e. SJMP
- f. LJMP
- g. DJNZ
- h. All of the above

17. This program will be executed continuously

```
Go: MOV A, #00  
    JNZ Go
```

- a. True b. False c. None of the above d. All of the above

18. NOP does

- a. Performs No Operations
- b. Performs ADD operation
- c. Complement Carry bit
- d. All of the above

19. CPL A does

- a. No operation
- b. Complement Accumulator
- c. Complement Carry bit
- d. All of the above

20. INC does

- a. Increment the content of register by 01
- b. Decrement the content of register by 01
- c. Increment the content of register by 02
- d. Decrement the content of register by 02

OBJECTIVE TYPES QUESTIONS

1. PUSH supports only
 - a) Direct addressing mode
 - b) Indirect addressing mode
 - c) Register addressing mode
 - d) Immediate addressing mode

2. When PUSH operation take place
 - a) SP is incremented by two
 - b) SP is incremented by one
 - c) SP is incremented by three
 - d) SP is incremented by four

3. By default stack pointer points to
 - a) 0FFh
 - b) 00h
 - c) 07h
 - d) 0FEh

4. POP supports only
 - a) Direct addressing mode
 - b) Indirect addressing mode
 - c) Register addressing mode
 - d) Immediate addressing mode

5. POP A is
 - a) Valid instruction
 - b) Invalid instruction
 - c) All of these
 - d) None of these

6. Pushing the data on to the stack is called
 - a) SWAP
 - b) POP
 - c) PUSH
 - d) None of these

7. Retrieving the data from the stack is called
- a) SWAP
 - b) POP
 - c) PUSH
 - d) None of these
8. ISR stands for
- a) Interrupt service routine
 - b) Increment service routine
 - c) Interrupt swap routine
 - d) None of these
9. How many interrupts are there in 8051
- a) Six
 - b) Eight
 - c) Twelve
 - d) Ten
10. Priority can be assign to the 8051 interrupt
- A) Yes
 - B) NO
 - C) None of these
 - D) All of these
11. Timer1 is ____bit register
- A) 8bit
 - B) 4bit
 - C) 16bit
 - D) 32bit
12. Timer0 is ____bit register
- a) 8bit
 - b) 4bit
 - c) 16bit
 - d) 10bit
13. TMOD is an ____bit register
- a) 8bit
 - b) 10bit
 - c) 12bit
 - d) 16bit

14. TMOD can be configure as

- a) Timer
- b) Counter
- c) Both Timer and Counter
- d) None of these

15. Mode0 operating as

- a) 13bit timer
- b) 16bit timer
- c) 8bit auto reload mode
- d) Split mode

16. Mode1 operating as

- a) 13bit timer
- b) 16bit timer
- c) 8bit auto reload mode
- d) Split mode

17. Mode2 operating as

- a) 13bit timer
- b) 16bit timer
- c) 8bit auto reload mode
- d) Split mode

18. Mode3 operating as

- a) 13bit timer
- b) 16bit timer
- c) 8bit auto reload mode
- d) Split mode

19. TCON is a ____ bit register

- a) 4bit
- b) 8bit
- c) 16bit
- d) 32bit

20. Timer is used to

- a) Generate a delay
- b) Generate count
- c) Clear the value
- d) Set the value

OBJECTIVES TYPES QUESTIONS

MODLE 04

1. MODEM Is also called
 - a. Modulator/Demodulator
 - b. MEMS
 - c. Baud Rate
 - d. None of these
2. Asynchronous serial communication is widely used for
 - a. Character Oriented Transmission
 - b. Word Oriented Transmission
 - c. Double word Oriented Transmission
 - d. Nibble Oriented Transmission
3. Addition of start and stop bit gives
 - a. 10% Overhead
 - b. 25% Overhead
 - c. 20% Overhead
 - d. 40% Overhead
4. In serial communication sometimes parity bit is added to maintain
 - a. Data Integrity
 - b. Double Integrity
 - c. Single Integrity
 - d. None of these
5. Baud Rate is also called as
 - a. Bits per second
 - b. Bits per minute
 - c. Bits per hour
 - d. None of these
6. Crystal Frequency for 8051 is
 - a. 10.05MHZ
 - b. 20.05MHZ
 - c. 13.0592MHZ
 - d. 11.0592MHZ
7. In Synchronous serial communication
 - a. Common clock is used
 - b. Individual clock is used
 - c. No clock is used
 - d. None of these

8. In Synchronous serial communication
 - a. Data Transfer takes place in blocks
 - b. Data Transfer is character oriented
 - c. All of these
 - d. None of these
9. In simplex serial data transmission
 - a. Data Transmission takes place in one direction
 - b. Data Transmission takes place in both direction
 - c. Data Transmission take place in No direction
 - d. None of these
10. Walkie -Talkie is an example for
 - a. Simplex Data Transmission
 - b. Half Duplex Data Transmission
 - c. Full Duplex Data Transmission
 - d. All of these
11. In Full Duplex serial data transmission
 - a. Data Transmission take place in one direction
 - b. Data Transmission takes place in both direction
 - c. Data Transmission take place in No direction
 - d. None of these
12. SCON (Serial Control Register) is an
 - a. 8- bit Register
 - b. 10- bit Register
 - c. 16-bit Register
 - d. 32-bit Register
13. REN in SCON register is called
 - a. Reception Encounter
 - b. Real Enable
 - c. Read Enable
 - d. Receive Enable
14. SCON is also called
 - a. Serial Control Register
 - b. Set Control Resister
 - c. System Control Register
 - d. None of these

15. PCON is also called
- a. Program Counter Register
 - b. Pin Control Register
 - c. Power Control Register
 - d. None of these
16. SMOD = 1 in SCON is used to
- a. Decrease the baud rate
 - b. Double the baud rate
 - c. Multiply the baud rate
 - d. None of these
17. SBUF in serial communication is used for
- a. Transmission
 - b. Reception
 - c. Both Transmission and Reception
 - d. All of these
18. 8255 Architecture has
- a. 24 programmable Input Output Pin
 - b. 14 programmable Input Output Pin
 - c. 34 programmable Input Output Pin
 - d. 44 programmable Input Output Pin
19. PPI in 8255 is also called
- a. Programmable Peripheral Interface
 - b. Program Pin Interface
 - c. Program Prevent Interface
 - d. Program Print Interface
20. BSR in 8255 is also called
- a. Bit Set - Reset Mode
 - b. Board Set Range
 - c. Bit Super Range
 - d. Bit Service Range

OBJECTIVE TYPE QUESTIONS

1. 8087 is also called
 - a. NPX
 - b. NDP
 - c. FUP
 - d. All of these

2. 8087 is also called
 - a. Math Coprocessor
 - b. Matrix Coprocessor
 - c. Application Specific
 - d. None of these

3. 8087 is compatible with
 - a. 8086 & 8088
 - b. 8087 & 8088
 - c. 8051 & 8052
 - d. 8085 & 8086

4. 8087 is a
 - a. Processor
 - b. Coprocessor
 - c. Controller
 - d. None of these

2. Architecture 8087 is divided into
 - a. Control Unit and Numeric Execution Unit
 - b. Control Unit and Execution Queue
 - c. Control Unit and Execution Unit
 - d. None of these

3. 8087 Coprocessor is used for

- a. Floating point operation
- b. Hexadecimal Operation
- c. None of these
- d. All of these

4. Microcontroller has Memory

- a. On Chip
- b. Off Chip
- c. No Memory
- d. None of these

5. In Microcontroller

- a. More number of pins are Multifunctional
- b. Less Number pins are Multifunctional
- c. No pins are Multifunctional
- d. None of these

6. RISC stands for

- a. Reduced Instruction Set Computer
- b. Risk Instruction Set Computer
- c. Range Instruction Set Computer
- d. Risk Instruction Standard Computer

7. CISC stands for

- a. Complex Instruction Set Computer
- b. Compound Instruction Set Computer
- c. Computer Instruction Set Computation
- d. Collect Instruction Set Computer

8. RISC is

- a. Highly Pipelined

- b. Less Pipelined
- c. No Pipelined
- d. None of these

9. Von Neumann is also called

- a. Harvard Architecture
- b. Princeton Architecture
- c. Coprocessor Architecture
- d. None of these

10. Von Neumann has

- a. Single Memory Space for Code and Data
- b. Separate Memory Space for Code and Data
- c. No Memory Space for Code and Data
- d. None of these

11. Harvard Architecture has

- a. Single Memory Space for Code and Data
- b. Separate Memory Space for Code and Data
- c. No Memory Space for Code and Data
- d. None of these

12. Advanced RISC Machine (ARM) is example for

- a. RISC
- b. CISC
- c. All of these
- d. None of these

13. DOS function used to display a string

- a. Mov ah, 00h

- b. Mov ah, 01h
- c. MOv ah, 08h
- d. Mov ah, 09h

14. DOS function used to Read a string

- a. Mov ah, 0Ah
- b. Mov ah, 01h
- c. MOv ah, 08h
- d. Mov ah, 09h

15. DOS function used to Display a single Character

- a. Mov ah, 0Ah
- b. Mov ah, 01h
- c. MOv ah, 02h
- d. Mov ah, 09h

16. DOS function used to Read a Character with Echo

- a. Mov ah, 0Ah
- b. Mov ah, 01h
- c. MOv ah, 02h
- d. Mov ah, 09h

20. DOS function used to Read a Character without Echo

- a. Mov ah, 0Ah
- b. Mov ah, 01h
- c. MOv ah, 08h
- d. Mov ah, 09h