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| 6. | What is meant by multiprogramming? | CO1- U |
| 7. | What are the various types of operations required for instructions? | CO2- U |
| 8. | What is pipelining? | CO3- U |
| 9. | What is virtual memory and MMU? | CO4- U |
| 10. | Define Interrupt? | CO5- U |

PART – C (5 x 16= 80Marks)

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| 11. | (a) Explain different types of instructions with examples. Compare their relative merits and demerits. | CO1-U | (16) |
| | Or | | |
| | (b) Describe different types of addressing modes in detail with example? | CO1 -U | (16) |
| 12. | (a) Explain the various basic instruction operation and instruction sequencing with example? | CO2 -U | (16) |
| | Or | | |
| | (b) Explain Instruction set architecture (ISA) in detail? | CO2 -U | (16) |
| 13. | (a) Describe the IEEE standards for single and double precision floating point numbers. | CO3- U | (16) |
| | Or | | |
| | (b) How floating point addition is implemented. Explain briefly in neat diagram? | CO3- U | (16) |
| 14. | (a) Explain the Superscalar operation and explain the execution steps in detail? the performance when the set is stored in sequential list. | CO4-U | (16) |
| | Or | | |
| | (b) What is a data hazard? Explain the methods for dealing with the data hazards | CO4 -U | (16) |

15. (a) Explain in detail about virtual memory. CO5- U (16)
Or
- (b) What is bus arbitration? Explain any two types of bus arbitration? CO5- U (16)

