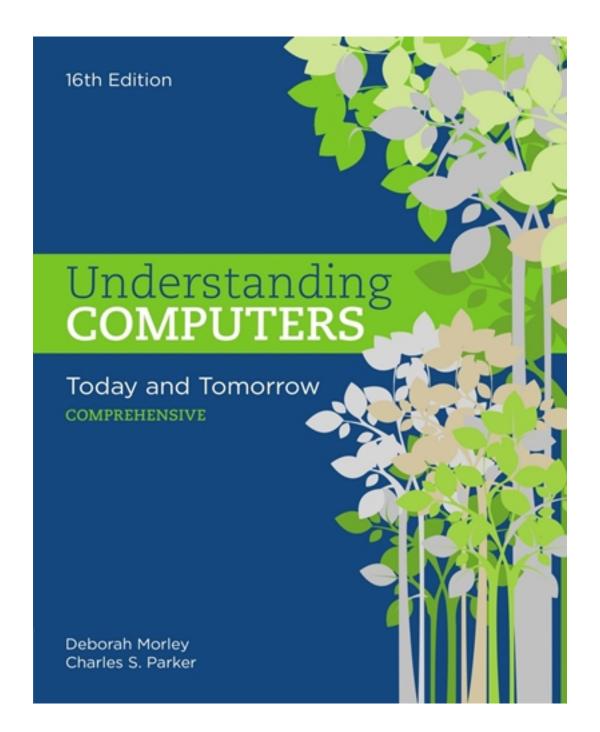
Test Bank for Understanding Computers Today and Tomorrow Comprehensive 16th Edition by Morley

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Test Bank

Name:		Class:	Date:
Chapter 02: The	e System Unit: Processing a	and Memory	
1. The process of representation. a. True	of representing data in a for	m that can be understood by a digital co	emputer is called decimal byte
b. False			
ANSWER:	False		
POINTS:	1		
REFERENCES:	52		
a. True	umbering system uses only	two symbols—the digits 0 and 1—to re	present all possible numbers.
b. False	T.		
ANSWER:	True		
POINTS:	1		
REFERENCES:	52		
		a universal international coding standar including those with different alphabets	
b. False			
ANSWER:	True		
POINTS:	1		
REFERENCES:	54		
4. Each pixel in a. True	a monochrome graphic car	n be only one of two possible colors (suc	ch as black or white).
b. False			
ANSWER:	True		
POINTS:	1		
REFERENCES:	55		
	nalog sound to digital sound ken every second.	l, several thousand samples—digital rep	presentations of the sound at a particular
ANSWER:	True		
POINTS:	1		
REFERENCES:	55		
a. Trueb. False		e written in machine language.	
ANSWER:	True		
POINTS:	1		

REFERENCES: 56

Name:	Cla	ass:	Date:
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7. The main circ a. True b. False	cuit board inside the system unit is called the m	egaboard.	
ANSWER:	False		
POINTS:	1		
REFERENCES:			
8. The number of a. True	of bits being transmitted at one time is depende	nt on the bus width.	
b. False			
ANSWER:	True		
POINTS:	1		
REFERENCES:	: 62		
	only memory), also called main memory or syst m while the computer is running.	em memory, is used to store the esse	ntial parts of the
ANSWER:	False		
POINTS:	1		
REFERENCES:			
10. Each locatio a. True b. False	on in memory has an address.		
ANSWER:	True		
POINTS:	1		
REFERENCES:			
11. Some basic ocard. a. True	capabilities are often integrated directly into th	e motherboard instead of requiring the	ne use of an expansion
b. False			
ANSWER:	True		
POINTS:	1		
REFERENCES:			
12. The backside a. True b. False	le bus (BSB) has been one of the most common	types of expansion buses in past year	urs.
ANSWER:	False		
POINTS:	1		

REFERENCES: 69

Name:		Class:	Date:
Chapter 02: The	e System Unit: Processing and Memor	y	
	he original ports used with desktop cor ow considered standard ports.	nputers—such as the para	allel ports traditionally used to connect
b. False			
ANSWER:	False		
POINTS:	1		
REFERENCES:	· 70		
a. True	are used to connect a computer to a pho	one outlet via telephone c	onnectors.
b. False			
ANSWER:	False		
POINTS:	1		
REFERENCES:	. 70		
15. Thunderbolt a. True	t ports are used to receive wireless tran	ismissions from devices.	
b. False			
ANSWER:	False		
POINTS:	1		
REFERENCES:	. 71		
16. The decode	unit coordinates and controls the oper	ations and activities takin	g place within a CPU core.
a. True			
b. False			
ANSWER:	False		
POINTS:	1		
REFERENCES:	• 74		
	unit takes the instructions fetched by the control unit, ALU, and FPU.	he prefetch unit and trans	slates them into a form that can be
b. False			
ANSWER:	False		
POINTS:	1		
REFERENCES:			
a. True	rive begins to get full, it takes less time	to locate the data stored	on the hard drive.
b. False			
ANSWER:	False		
POINTS:	1		
REFERENCES:	• 77		

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19. Pipelining in a. True b. False	ncreases the number of machine cycles comp	pleted per second.	
ANSWER:	True		
POINTS:	1		
REFERENCES:	79		
a. True	O RAM or flash memory chips, the memory	cells are stacked on top of one another	in layers.
b. False	T.		
ANSWER:	True		
POINTS: REFERENCES:	1 82		
21. <u>ASCII</u> is the <i>ANSWER</i> :	coding system traditionally used with personant	onal computers.	
POINTS:	1		
REFERENCES:	54		
	software programs, including the latest vers	ions of Microsoft Windows, OS X, and	Microsoft Office, use
ANSWER:	False - Unicode		
POINTS:	1		
REFERENCES:	54		
or stored on a sn	ts large size, audio data is usually <u>encrypted</u> nartphone or another device.		itted over the Internet
ANSWER:	False - compressed		
POINTS:	1		
REFERENCES:	55		
24. The system i	unit is the main case of a computer or mobil	e device	_
ANSWER:	True		
POINTS:	1		
REFERENCES:	56		
25. <u>Processors</u> c motherboard	consist of a variety of circuitry and compone	nts that are packaged together and conn	nected directly to the
ANSWER:	True		
POINTS:	1		
REFERENCES:	58		
26. Single-core	CPUs allow computers to work simultaneou	sly on more than one task at a time.	
ANSWER:	False - Multi-core CPUs		

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POINTS:	1		
REFERENCES:	58		
one component	ests typically run the same series (such as the CPU) and measure he component being tested.	ow long each task takes in order	er systems that are identical except for to determine the overall relative
ANSWER:	True		
POINTS:	1		
REFERENCES:	60-61		
28. Cache memo <i>ANSWER</i> :	ory today is usually <u>external</u> cache False - internal	2	_
POINTS:	1		
REFERENCES:	01		
29. There are bu	ses inside the CPU, as well as on	the memory channel.	
ANSWER:	False - motherboard		
POINTS:	1		
REFERENCES:	62		
30. RAM capaci	ty is measured in <u>bits</u> .		
ANSWER:	False - bytes		
POINTS:	1		
REFERENCES:	63		
	at connect peripheral (typically in	aput and output) devices to the m	notherboard are often called <u>expansion</u>
ANSWER:	True		
POINTS:	1		
REFERENCES:	68		
32. To help you	identify USB 3 ports, they are co	lored <u>red</u> .	
ANSWER:	False - blue		
POINTS:	1		
REFERENCES:	69		
	Js contain hundreds of millions o		ubles approximately every 18 months, a
ANSWER:	False - Moore's Law		
POINTS:	1		
REFERENCES:	73		
34. Each machin	he language instruction in a CPU'	s instruction set is broken down	into several smaller, machine-level
	ed supercode.		•
ANSWER:	False - microcode		

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POINTS: 1			
REFERENCES: 75			
35. With pipelining,	new instruction begins execution	ng as soon as the previous of	one reaches the next stage of the pipeline.
ANSWER: Tru			
POINTS: 1			
REFERENCES: 79			
36. A is the sma	allest unit of data that a binary co	omputer can recognize.	
a. byte b. da	tum		
c. pixel d. bi			
ANSWER: d			
POINTS: 1			
REFERENCES: 52			
	d together are collectively referre	ed to as a	
a. kilobit b. b			
c. pixel d. b	inary		
ANSWER: b			
POINTS: 1			
REFERENCES: 52			
38. A is approx			
•	b. megabyte (MB)		
c. gigabyte (GB)	d. terabyte (TB)		
ANSWER: a			
POINTS: 1			
REFERENCES: 52			
represent all possible		d the decimal numbering sy	ystem because it uses symbols to
a. 2 b. 5			
c. 10 d. 16			
ANSWER: c POINTS: 1			
POINTS: 1 REFERENCES: 52			
40 Fach place value	in a binary number represents _	raised to the appropriate	re nower
a. 0 b. 1	m a omary number represents _	raised to the appropriat	e power.
c. 2 d. 10			
ANSWER: c			
POINTS: 1			
REFERENCES: 53			
REI ERENCES. 33			

Name:		Class:	Date:
Chapter 02: The	System Unit: Processing and Men	nory	
41. With bitmap	ped images, the color of each	is represented by bits; the mo	ore bits used, the better the image quality.
a. pixel	b. vector		
c. map	d. byte		
ANSWER:	a		
POINTS:	1		
REFERENCES:	55		
	mages taken by most digital camera	s today use 24-bit	
a. mega col	•		
	r images d. full color images		
ANSWER:	b		
POINTS:	1		
REFERENCES:	55		
	age medium or processed by a comp		—must be in digital form in order to be
c. audio dat			
ANSWER:	c		
POINTS:	1		
REFERENCES:	55		
			-1
44. Video data—	-such as nome movies, feature film	is, video clips, and television s	shows—is displayed using a collection of
a. slides	b. pixels		
c. vectors	d. frames		
ANSWER:	d		
POINTS:	1		
REFERENCES:	56		
and storage loca a. COBOL l	ations. language b. ASCII		it actually represents specific operations
c. programn	ming language d. machine langu	uage	
ANSWER:	d		
POINTS:	1		
REFERENCES:	56		
46. A circuit boa	ard is a thin board containing	and other electronic compone	ents.
a. pixels	b. pentiums		
c. computer	chips d. computer bits		
ANSWER:	c		
POINTS:	1		
REFERENCES:	56		

Name:	Class:	Date:
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47. One measurement of the speed of a C a. system speed b. CPU clock speed c. system rpm d. CPU rpm ANSWER: b POINTS: 1 REFERENCES: 60	_	rtz (MHz) or gigahertz (GHz).
48. A computer is the amount of data a. word b. character c. statement d. unit ANSWER: a POINTS: 1 REFERENCES: 61	a (typically measured in bits or bytes) tha	at a CPU can manipulate at one time.
49. A is an electronic path over whi	ch data can travel.	
a. bus b. lane c. word d. cache memory ANSWER: a POINTS: 1 REFERENCES: 62		
50. The bus width and bus speed together a. clock speed b. bandwidth c. machine cycle d. memory	determine the bus's	
ANSWER: b		
POINTS: 1 REFERENCES: 62		
51. The term refers to chip-based storage media b. memory c. hard drive d. zip drive	orage.	
ANSWER: b		
POINTS: 1		
REFERENCES: 62		
52. Magnetic RAM (MRAM) uses 1 a. memristors b. three	9	ita.
c. magnetic polarization d. carbo. ANSWER: c	i nanotuoes	
POINTS: 1		
REFERENCES: 64		
53 consists of nonvolatile memory a. RAM b. Register	chips that can be used for storage by the	computer or the user.

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Chapter 02: The System Unit: Processing and Memory	
c. SDRAM d. Flash memory	
ANSWER: d	
POINTS: 1	
REFERENCES: 65	
54 have begun to replace ROM for storing system information, such as a a. Motherboards b. Microprocessors c. Adapter cards d. Flash memory chips	a computer's BIOS.
ANSWER: d	
POINTS: 1	
REFERENCES: 65	
55 are small components typically made out of aluminum with fins that a. ACs b. Fans	help to dissipate heat.
c. Heat buses d. Heat sinks	
ANSWER: d	
POINTS: 1	
REFERENCES: 65	
56. The allows 127 different devices to connect to a computer via a single a. HyperTransport bus b. USB standard c. AGP (Accelerated Graphics Port) bus d. PCI Express Bus	e USB port on the computer's system unit.
ANSWER: b	
POINTS: 1	
REFERENCES: 69	
57. Network ports are used to connect a computer to a computer network via a using a(n), which looks similar to a telephone connector but is larger. a. RJ-11 connector b. RJ-12 connector c. RJ-14 connector d. RJ-45 connector	networking cable—typically a cable
ANSWER: d	
POINTS: 1	
REFERENCES: 70	
58. To connect multiple USB devices to a single USB port, a can be used a. USB hub b. module c. USB bus d. connector	l.
ANSWER: a	
POINTS: 1	
REFERENCES: 70	
59. Most computers today support the standard, which means the computer soon as they are installed and the computer is powered up. a. Plug and Play b. Match	ter automatically configures new devices as

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c. Serial po	ort d. Pa	rallel port	
ANSWER:	a	•	
POINTS:	1		
REFERENCES			
of electrons ins		•	made of semiconductor material that controls the flow
_	d. S-card	<i>3</i> 1	
ANSWER:			
POINTS:			
REFERENCES	: /3		
	nkes instruction b. decode u	-	es them into a form that the control unit can understand.
c. ALU	d. internal d	ache	
ANSWER:	b		
POINTS:	1		
REFERENCES	: 73		
62. The is a. FPU	the section of b. contri	•	involving integers and logical operations.
c. decode ı	ınit d. ALU		
ANSWER:	d		
POINTS:	1		
REFERENCES	: 74		
63. The o a. ALU c. control t ANSWER: POINTS: REFERENCES	b. preferant d. deco		ed on the current task.
avoid delays in a. control u	processing. unit ic/logic unit d 1	hat data and instructions will be nee b. floating point unit d. prefetch unit	eded and retrieves them ahead of time in order to help
65. The al a. control u		communicate with other CPU competch unit	onents, such as the memory controller and other cores.

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c. decode ur	nit d. bus interface unit		
ANSWER:	d		
POINTS:	1		
REFERENCES:			
66. To synchron	ize all of a computer's operations, a	, which is located or	the motherboard, is used.
 a. cycle chip 	b. fetch unit		
c. system cle	ock d. microprocessor		
ANSWER:	c		
POINTS:	1		
REFERENCES:	75		
sometimes left b	computer might become inefficient is ehind or references to these programs a defender b. Windows registry	1 0	re uninstalled, pieces of the program are stem files such as the
c. kernel	d. Security Accounts Man	nager (SAM)	
ANSWER:	b		
POINTS:	1		
REFERENCES:	77		
68. Today's CPU	Js are formed using a process called	that imprints patter	ns on semiconductor materials.
a. vectoring	b. lithography		
c. serigraphy	y d. imprintment		
ANSWER:	b		
POINTS:	1		
REFERENCES:	81		
	ter (nm) is of a meter.		
a. one-billio			
c. one-thous	andth d. one-tenth		
ANSWER:	a		
POINTS:	1		
REFERENCES:	81		
		process one float	ing point operations per second (teraflops).
a. million	b. billion		
	d. quadrillion		
ANSWER:	c		
POINTS:	1		
REFERENCES:	84		

Case-Based Critical Thinking Questions

Case 2-1

Jess is a musician who has just bought a new computer. Now she need to figure out how to connect this computer to the Copyright Cengage Learning. Powered by Cognero.

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devices that we	ere connect	ed to her old compu	ter.	
71. Jess has pic insert the card a. SCSI po c. modem	into a(n) _ ort b. Ir	 DA port	aved on a flash memory card. To trai	nsfer these to her new computer, she wil
ANSWER:	d			
POINTS:	1			
REFERENCES				
TOPICS:		Thinking		
72. To connect	her extern	al hard drive, in whi	ich all of her music files are stored, t	o the computer, Jess needs to use a
a. serial po	ort	b. USB port		
c. network		d. modem cable		
ANSWER:	b			
POINTS:	1			
REFERENCES	G: 71			
TOPICS:		Thinking		
Case-Based C	ritical Thi	nking Questions		
documents. Re	cently, he l			sonal photos, and create and edit erforming at its best, he needs to carry
73. Jack can us and files in the			nd delete temporary files, such as in	stallation files, Web browsing history,
a. Window	s Registry	b. Disk Defragr	nenter	
c. Tempor	ary Files	d. Windows Dis	sk Cleanup	
ANSWER:	d			
POINTS:	1			
REFERENCES	G: 78			
TOPICS:	Critical	Thinking		
		·	ck that hard drive for errors.	Explorer, select Properties, and then
c. Defragn	nent now	d. Windows Disk	Cleanup	
ANSWER:	a			
POINTS:	1			
REFERENCES	G: 78			
TOPICS:	Critical	Thinking		
75. Jack can sp	eed up his	computer by scanni	ng it for viruses and	

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a. mailware	b. utilities		
c. spyware	d. icons		
ANSWER:	c		
POINTS:	1		
REFERENCES:	78		
TOPICS:	Critical Thinkin	g	
	pdated regularly		s not originally encoded—the most recent
	Unicode 8.0		
POINTS:	1		
REFERENCES:	54		
77	data	consists of still images, such as photogra	aphs or drawings.
ANSWER:	Graphics		
POINTS:	1		
REFERENCES:	54		
		hods for storing graphics data is in the fo	orm of a bitmap image—an image made up of a priately to represent an image.
ANSWER:	pixels		
POINTS:	1		
REFERENCES:	54-55		
79. Computer ch	nips are also calle	d	
ANSWER:	integrated circui ICs (integrated circui integrated circui ICs	circuits)	
POINTS:	1		
REFERENCES:	56		
80. Integrated ci		erconnected components such as	that enable electrical current to
ANSWER:	transistors		
POINTS:	1		
REFERENCES:	56		
81. The		inside a computer delivers electricity to	the computer via a power cord.
ANSWER:			
POINTS:	1		
REFERENCES:	57		
82. Most CPUs of multiple inde	today are pendent processor	CPUs; that is, CPUs th	at contain the processing components or cores

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ANSWER:	multi-core		
POINTS:	1		
REFERENCES:	58		
83	is a special group of very fast memor	y circuitry usually built into the CPU.	
ANSWER:	Cache memory		
POINTS:	1		
REFERENCES:	61		
•	rvers and personal computers are typically arranged memory modules	d onto circuit boards called	
POINTS:	1		
REFERENCES:	63		
85	are locations on the motherboard into	which expansion cards can be inserted to connect tho)SE
cards to the mot			
ANSWER:	Expansion slots		
POINTS:	1		
REFERENCES:	66		
86. Expansion b motherboard.	uses connect directly to o	on the system unit case or to expansion slots on the	
ANSWER:	ports		
POINTS:	1		
REFERENCES:	68-69		
87	are the connectors located on the exte	erior of a system unit that are used to connect external	
hardware device			
ANSWER:	Ports		
POINTS:	1		
REFERENCES:	70		
88	are growing in importance as an incre	easing number of computers and mobile devices are	
	USB ports and not many of them. USB hubs		
POINTS:	1		
REFERENCES:			
89. The	controls the communication betw	ween the CPU cores and RAM.	
	memory controller		
POINTS:	•		
REFERENCES:			
90. The	directs the flow of electronic traf	ffic within the core, much like a traffic cop controls the	e
flow of vehicles	on a roadway.	,	

Name:	Class:Date:
Chapter 02: The	System Unit: Processing and Memory
ANSWER:	control unit
POINTS:	1
REFERENCES:	75
91. Virtually all	CPUs today can process more than one piece of microcode at one time—a characteristic known as, which is the ability to process multiple instructions per cycle (IPC).
ANSWER:	superscalar
POINTS:	1
REFERENCES:	76
not stored in cor	uments are stored, retrieved, and then stored again, they often become—that is, atiguous (adjacent) storage areas.
ANSWER:	fragmented
POINTS:	1
REFERENCES:	77
93	is the lightest and strongest known material and is the best known conductor of electricity.
ANSWER:	Graphene
POINTS:	1
REFERENCES:	81
94.	are tiny, hollow tubes made by rolling up sheets of graphene.
ANSWER:	Carbon nanotubes (CNTs) CNTs (carbon nanotubes) Carbon nanotubes CNTs
POINTS:	1
REFERENCES:	83
95	computers differ from conventional computers in that they utilize atoms or nuclei working
	tum bits or qubits.
ANSWER:	Quantum
POINTS:	1
REFERENCES:	84
96. Explain wha	t a register is and how it is used.
ANSWER:	A register is high-speed memory built into the CPU. Registers are used by the CPU to store data and intermediary results temporarily during processing. Registers are the fastest type of memory used by the CPU, even faster than Level 1 cache. Generally, more registers and larger registers result in increased CPU performance. Most CPUs contain multiple registers.
POINTS:	1
REFERENCES:	65
TOPICS:	Critical Thinking
97. Define ROM memory)?	I (read-only) memory. What is one important difference between ROM and RAM (random access

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Chapter 02: The System Unit: Processing and Memory

ANSWER: ROM (read-only memory) consists of nonvolatile chips that permanently store data or programs. Like

RAM, these chips are attached to the motherboard inside the system unit, and the data or programs are retrieved by the computer when they are needed. An important difference, however, is that you can neither write over the data or programs in ROM chips (which is the reason ROM chips are called read-

only) nor erase their content when you shut off the computer's power.

POINTS: 1
REFERENCES: 65

TOPICS: Critical Thinking

98. What are the general operations of a machine cycle?

ANSWER: Each machine cycle consists of the following four general operations:

1. Fetch—the program instruction is fetched.

- 2. Decode—the instructions are decoded so the control unit, ALU, and FPU can understand them.
- 3. Execute—the instructions are carried out.
- 4. Store—the original data or the result from the ALU or FPU execution is stored either in the CPU's registers.

POINTS: 1
REFERENCES: 76

TOPICS: Critical Thinking

99. Explain the difference between multiprocessing and parallel processing.

ANSWER: With multiprocessing, each processor or core typically works on a different job. With parallel

processing, multiple processors work together to make one single job finish sooner.

POINTS: 1
REFERENCES: 80

TOPICS: Critical Thinking

100. Describe how Hyper-Threading Technology works.

ANSWER: Many Intel CPUs are capable of running 2 threads per core, so a 4-core CPU could simultaneously

execute 8 threads, providing the software being used supported it. Because this technique (called Hyper-Threading Technology by Intel) utilizes processing power in the chip that would otherwise go unused, it

lets the chip operate more efficiently, resulting in faster processing.

POINTS: 1
REFERENCES: 80

TOPICS: Critical Thinking