

## **MICROSOFT PLACEMENT PAPER ON 7th APRIL 2006 AT KOLKATA**

1. Explain what is DMA?
2. What is pipelining?
3. What are superscalar machines and vliw machines?
4. What is cache?
5. What is cache coherency and how is it eliminated?
6. What is write back and write through caches?
7. What are different pipelining hazards and how are they eliminated.
8. What are different stages of a pipe?
9. Explain more about branch prediction in controlling the control hazards
10. Give examples of data hazards with pseudo codes.
11. How do you calculate the number of sets given its way and size in a cache?
12. How is a block found in a cache?
13. Scoreboard analysis.
14. What is miss penalty and give your own ideas to eliminate it.
15. How do you improve the cache performance.
16. Different addressing modes.
17. Computer arithmetic with two's complements.
18. About hardware and software interrupts.
19. What is bus contention and how do you eliminate it.
20. What is aliasing?
- 21) What is the difference between a latch and a flip flop?
- 22) What is the race around condition? How can it be overcome?
- 23) What is the purpose of cache? How is it used?
- 24) What are the types of memory management?