Hardware and Software Design Job Interview Questions And Answers

About Interview Questions Answers

Interview Questions Answers . ORG is an interview preparation guide of thousands of Job Interview Questions And Answers, Job Interviews are always stressful even for job seekers who have gone on countless interviews. The best way to reduce the stress is to be prepared for your job interview. Take the time to review the standard interview questions you will most likely be asked. These interview questions and answers on Hardware and Software Design will help you strengthen your technical skills, prepare for the interviews and quickly revise the concepts.

If you find any **question or answer** is incorrect or incomplete then you can **submit your question or answer** directly with out any registration or login at our website. You just need to visit Hardware and Software Design Interview Questions And Answers to add your answer click on the *Submit Your Answer* links on the website; with each question to post your answer, if you want to ask any question then you will have a link *Submit Your Question*; that's will add your question in Hardware and Software Design category. To ensure quality, each submission is checked by our team, before it becomes live. This Hardware and Software Design Interview preparation PDF was generated at **Wednesday 29th November, 2023**

You can follow us on FaceBook for latest Jobs, Updates and other interviews material.
www.facebook.com/InterviewQuestionsAnswers.Org

Follow us on Twitter for latest Jobs and interview preparation guides.
https://twitter.com/InterviewQA

If you need any further assistance or have queries regarding this document or its material or any of other inquiry, please do not hesitate to contact us.

Best Of Luck.

Interview Questions Answers.ORG Team
https://InterviewQuestionsAnswers.ORG/
Support@InterviewQuestionsAnswers.ORG

Hardware and Software Design Interview Questions And Answers Guide.

Question - 1:

What is a Turing machine?

Ans:

A Turing machine is a theoretical computing machine invented by Alan Turing (1937) to serve as an idealized model for mathematical calculation. A Turing machine consists of a line of cells known as a "tape" that can be moved back and forth, an active element known as the "head" that possesses a property known as "state" and that can change the property known as "color" of the active cell underneath it, and a set of instructions for how the head should modify the active cell and move the tape. At each step, the machine may modify the color of the active cell, change the state of the head, and then move the tape one unit to the left or right.

View All Answers

Question - 2:

How does the browser know to go to a certain IP address when you enter a domain like globalguideline.com?

Ans:

It searches through local DNS cache, if nothing is there, it queries the ISP?s DNS server.

View All Answers

Question - 3:

Explain Memory taken for char *, int * etc.?

Ans:

Generally for integer memory is 2 bytes for character is 1 byte
char * and int * are pointers. they point to a memory location hence there size is the same, which is the size of the address space.

View All Answers

Question - 4:

Write a code to count the no. of 1s in a binary representation of a number?

Ans:

I am writing for Microcontrollers. ldi r16,$F0 ldi r17,$08 ldi r18,$00 ldi r19,$00 loop: rol r16 back: brcs one inc r19 dec r17 brne loop end:rjmp end one:inc r18 rjmp back
int count1s =0; while(num != 0){ if(num & 1 == 1){ count1s++; } num= num>>1; } printf("%d", count1s);

View All Answers

Question - 5:

Explain Difference between RISC and CISC?

Ans:

RISC-Means Reduced Instruction Set Computer.a Risc
system has reduced number of instructions and more
importantly it is load store architecture were pipelining can be implemented easily.Eg.ATMEL AVR.
CISC-Means Complex instruction set architecure.A CISC
system has complex instructions such as direct addition between data in two memory locations.Eg.8085.

View All Answers

Question - 6:

Is RISC always fast?

Ans:

because it has got seperate program and data memory(highly pipelined architecture)

Question - 7:

What is a real time system?

Ans:

A real time system is a computer system that updates the information at the same rate it receives it. It is of two types, hard real time system and a soft real time system.

Question - 8:

Name some real time OSs?

Ans:

Real-time operating systems are: QNX, LynxOS, OS-9, Intergrity, Katix, Fusion, IRIX, DeltaOS, eCos, AMX, CMX-RTX, INTime, PDOS and many others.

Question - 9:

Is DOS a real time OS?

Ans:

DOS is not a RTOS (real time Operating system), however MS DOS can be used with certain APIs to achieve the RTOS functionality. For example, the RT Kernel (Real Time Kernel) which can be used with MS DOs to achieve the RTOS functionality. Other example is of Tics. Tics is delivered as a hardware support file for MS DOS.

Question - 10:

What is a kernel, shell?

Ans:

A shell is a program that presents an interface to various operating system functions and services. The shell is so called because it is an outer layer of interface between the user and the innards of the operating system (the kernel). Kernel is the one which manages all the resources of the Operating System.

Question - 11:

What is binary search, traversal, hashing?

Ans:

Binary Search: Search a sorted array by repeatedly dividing the search interval in half. Begin with an interval covering the whole array. If the value of the search key is less than the item in the middle of the interval, narrow the interval to the lower half. Otherwise narrow it to the upper half. Repeatedly check until the value is found or the interval is empty.
Hashing provides a fast way to search a large, unsorted data set at the cost of extra memory. It is described as "directly referencing records in a table by doing arithmetic transformations on keys into table addresses."

Question - 12:

Can recursive programs be written in C++, Write a recursive program to calculate factorial in C++?

Ans:

#include #include int fact (int); void main() { int n, a; cout<<"enter any value"; cin>>n; a=fact(n); cout<< a; getch(); } int fact (int x) { if((x==0) || (x==1)) return 1; else return(x*(x-1)); }

Question - 13:

In C++, what is a constructor, destructor?

Ans:

In C++
Constructor:This is a member of class which involkes when the object is created.Purpose of constructor is to intialise the objects with required values.
Destructor: It is a member of class which involkes when the object is out of scope.The purpose of destructor is to clear the heap memory.

Question - 14:

What is waterfall model, prototype model?

Ans:

waterfall model is the linear model. The process is done by step by step. We couldn't stop in between of the process. prototype model: after get the model by low cost budget only we are implementing that product. so, its efficient.

Question - 15:

What is testing? What is unit testing, integration testing, etc?

Ans:

Testing is used for estimate the quality of the product. Unit Testing is tested for each part of the product. Integrate the unit and tested.

View All Answers

Computer Hardware Most Popular & Related Interview Guides

Follow us on FaceBook
www.facebook.com/InterviewQuestionsAnswers.Org

Follow us on Twitter
https://twitter.com/InterviewQA

For any inquiry please do not hesitate to contact us.

Interview Questions Answers.ORG Team
https://InterviewQuestionsAnswers.ORG/
support@InterviewQuestionsAnswers.ORG