

Test 4 Study Guide

1. Serial communication via the RS232 standard
 - a. Formatting (start, stop, parity, data bits)
 - b. NRZ format - be able to draw a waveform for a data value sent in NRZ serial format
 - c. Clock synchronization issues between two sending and receiving computers.
 - d. Definition of a UART
2. Serial communication via USB
 - a. Electrical characteristics of signals, signaling speeds
 - b. Data formatting via NRZI format
 - c. Why is Bit stuffing used with USB?
 - d. Physical and logical topologies of a USB network.
 - e. Reasoning behind differential signaling for USB network
 - f. Definition of half duplex, full duplex
3. Serial Communication via IEEE Firewire
 - a. Signaling speeds
 - b. Electrical characteristics of signals
 - c. Data formatting via Data Strobe signaling
4. DMA - definition, what it is used for
5. System busses
 - a. What constitutes a system bus
 - b. Data bandwidth calculation on a system bus
 - c. Bus mastering definition
 - d. Definition of split transaction
 - e. Typical control lines found on a system bus
6. Advanced Graphics Port - what is it used for, why was it invented
7. System Chipsets
 - a. What typical functions do they provide?
 - b. What differences might be found between chipsets for high end PCs versus low-end PCs?
8. Fixed Disks
 - a. Definitions of sector, rotational latency, track, cylinder, access time, transfer time
 - b. Calculation of disk capacity based on sectors, tracks, cylinders
9. Video Displays
 - a. Definitions of horizontal sync, vertical sync, refresh rate, frame rate, dot clock frequency
 - b. Calculation of memory requirements for video display based on resolution, and number of colors
10. X86 Extensions
 - a. Base capabilities of SIMD extensions and MMX extensions
 - b. Saturated arithmetic
11. IEEE 754 floating point format
 - a. Convert decimal floating number to single precision format and vice versa
 - b. Know what 'special' numbers are and encodings

WARNING: THIS IS NOT AN EXHAUSTIVE LIST OF TOPICS. You are responsible for everything we have covered since last test.