

Sample Interview Questions: IT-Hardware

- 1: What is DHCP & how it works?
- 2: What is the window XP repair console command?
- 3: What is the difference between fat32, ntfs?
- 4: What is the windows XP repair console command?
- 5: What is BIOS battery?
- 6: If the system is not booting what can we do?
- 7: How can we repair the hard disc, when the computer starts there is sound in the hard disc?
- 8: What about the Cache memory? and it usage?
- 9: What are the Alt (Option) and Control (Ctrl) keys for?
- 10: Explain about BIOS?
- 11: What is Hal in windows?
- 12: What is the full form of http?
- 13: Difference between Intel Core 2 duo & Dual Core & which one is better for processing?
- 14: What AMR and CNR on motherboard?
- 15: Differentiate between RAM and ROM?
- 16: What do you mean by F.S.B. as well as bus mastering?
- 17: What are the components in a Microprocessor?
- 18: What are Branch Prediction and Branch Target Buffers?
- 19: What is pipelining?
- 20: For a single computer processor computer system, what is the purpose of a processor cache and describe its operation?
- 21: What types of CMOS memories have you designed? What was their size? Speed?
- 22: Have you studied buses? What types?

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- 23: What is Virtual Memory?
- 24: What is MESI?
- 25: Explain the operation considering a two processor computer system with a cache for each processor.
- 26: In what cases do you need to double clock a signal before presenting it to a synchronous state machine?
- 27: Have you studied pipelining? List the 5 stages of a 5 stage pipeline. Assuming 1 clock per stage, what is the latency of an instruction in a 5 stage machine? What is the throughput of this machine?
- 28: Are you familiar with the term snooping?
- 29: Process technology? What package was used and how did you model the package/system? What parasitic effects were considered?
- 30: What transistor level design tools are you proficient with? What types of designs were they used on?
- 31: What is interrupt?
- 32: What is meant by LATCH?
- 33: What is the difference between Write-Through and Write-Back Caches? Explain advantages and disadvantages of each.
- 34: How do you handle precise exceptions or interrupts?
- 35: What are Branch Prediction and Branch Target Buffers?
- 36: What are the different hazards? How do you avoid them?
- 37: Explain RC circuit's charging and discharging?
- 38: How to interface USB port with microcontroller 8051?
- 39: What is waterfall model, prototype model?
- 40: What is a kernel, shell?
- 41: Is DOS a real time OS?

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