**ANSWERS!!!**

*Please fill in name!*

*This is just a very short quiz, but it **is** for marks!*

*NB: Please select only one answer option for each question*

***CIRCLE/COLOR-IN ANSWERS FOR MULTIPLE CHIOCE QUESTIONS***

**TOTAL NUMBER OF QUESTIONS :** FOUR (4)

**TIME (mins):** 5

| # | Question - EACH QUESTION WORTH 1 MARK | Sec | W | % | X |
|---|---|---|---|---|---|
| Q1 | Always good to start with the POST. More specifically, the way computer engineers usually like to start the day with: a Power On Self Test…. So to check that you've had a look at the paper, answer me this: | 60 | 1 | 10% | |
| | In the paper, which famous bridge inspired the authors for their illustration of their "seven critical questions"?<br>[1] London bridge (because it's thought of as falling down)<br>[2] The Moon Bridge of Taipei (because it's as ambitious as trying to walk to the moon)<br>[3] Harbor Bridge (in Sydney) because it's a beatuful problem.<br>[4] Charles Bridge (in Prague) because it has a long legacy.<br>**[5]** Golden Gate Bridge (San Francisco) because it's got much tension. << | | | | |
| Q2 | What is meant by "Conventional Wisdoms" (CW) described in the paper? | 60 | 3 | 30% | |
| | [1] It involves essential parts of the conventional design process for computer systems, based on the Waterfall model, from requirements to retirement.<br>**[2]** It is about understandings related to the previous 'era' of computing, prior to year 2000.   <<<br>[3] It is about today's understanding for best ways to developing computers.<br>[4] It is common programming faults computer designers should know of.<br>[5] It concerns standard terminology for referring to computer systems. | | | | |
| Q3 | What is meant by the "Dwarf" concept as explained in the paper? | 90 | 3 | 30% | |
| | [1] There could be as many of 13 of them, where each Dwarf class has particular types of SWAP characteristics.<br>[2] There are 7 Dwarfs computer stereotypes, building from type 1, a simple uniprocesor, to type 7, a fully distributed multiprocessor system.<br>[3] Dwarfs are busy processing parts that whistle while they work.<br>**[4]** Dwarfs are computation classes, where members of a class have close relation in ways their computation and data movement happens.<<<br>[5] Dwarfs, refer to a connectable class of processors that are aimed at being small but highly versatile. | | | | |
| Q4 | The paper ends with conciderations for future programming models (and appraoches to programming computers) they propose (select one:) | 90 | 3 | 30% | |
| | **[1]** Programming models should be independent of the number of processors <<<br>[2] Programming models should allow for means to closely couple code to particular processor types.<br>[3] Programming models should be provided in versions to cater for different memory sizes and processor speeds.<br>[4] Programming models should chiefly involve the connecting of Dwarfs.<br>[5] Programming models will be unnecessary in a few years as machine | | | | |
| | **TOTAL :** | 300 | 10 | 100% | |

Time : time est. in sec  W : Weighting of question  % : How much question counts    X : Office use