

**Q.1 Forward edge is:**

- A.  $(u, v)$  where  $u$  is a proper ancestor of  $v$  in the tree.
  - B.  $(u, v)$  where  $v$  is a proper ancestor of  $u$  in the tree.
  - C.  $(u, v)$  where  $u$  is a proper descendent of  $v$  in the tree.
  - D.  $(u, v)$  where  $v$  is a proper descendent of  $u$  in the tree.**
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**Q.2 Equivalence relation partitions the vertices into \_\_\_\_\_ classes of mutually reachable vertices and these are the strong components**

- A. Equivalence**
  - B. Variance
  - C. Non equivalence
  - D. Non classes
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**Q.3 In Timestamped DFS, No back edges means \_\_\_\_\_.**

- A. BFS
  - B. 1 cycle
  - C. DFS
  - D. no cycles**
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**Q.4 In undirected graph, by convention all the edges are called \_\_\_\_\_ edges.**

- A. Back**
  - B. Cross
  - C. Both forward and back
  - D. Forward
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**Q.5 Computing the strongly connected components of a digraph is a/an \_\_\_\_\_ of the problem to determine whether a digraph is strongly connected or not.**

- A. connection
  - B. optimization
  - C. generalization**
  - D. size
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**Q.6 The \_\_\_\_\_ given by DFS allow us to determine a number of things about a graph or digraph.**

- A. line stamps
  - B. time stamps**
  - C. node stamps
  - D. color stamps
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**Q.7 In Timestamped DFS, If there is a back edge  $(u, v)$  then  $v$  is an ancestor of  $u$  and by following tree edge from  $v$  to  $u$ , we get \_\_\_\_\_.**

- A. a graph**
  - B. nothing
  - C. a line
  - D. a cycle
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**Q.8 In computing the \_\_\_\_\_ components of a digraph, vertices of the digraph are partitioned into subsets.**

- A. weakly connected
  - B. worst
  - C. best
  - D. strongly connected**
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**Q.9 Cross edge is :**

- A.  $(u, v)$  where  $u$  is ancestor of  $v$  and  $v$  is not descendent of  $u$ .
  - B.  $(u, v)$  where  $u$  and  $v$  are not ancestor or descendent of one another**
  - C.  $(u, v)$  where  $u$  and  $v$  are either ancestor or descendent of one another.
  - D.  $(u, v)$  where  $u$  and  $v$  are not ancestor of one another
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**Q.10 Digraphs \_\_\_\_\_ in communication and transportation networks.**

- A. parts are used
  - B. are used**
  - C. final value is used
  - D. are not used
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**Q.11 \_\_\_\_\_ has the significant effect on computer performance.**

- A. Stack paging
  - B. Queue paging
  - C. Self paging
  - D. Demand paging**
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**Q.12 What is the purpose of the Banker's Algorithm?**

- A. Avoiding deadlock**
  - B. Managing user passwords
  - C. Compressing resources
  - D. Speeding up memory access
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Q.13 Logical data refers to the instruction or data stored in the \_\_\_\_\_.

- A. Hash table space
- B. Secondary memory location
- C. Process address space**
- D. Physical memory location

Q.14 In Banker algorithm Max data structure is used. If \_\_\_\_\_, then process  $P_i$  can request maximum  $k$  instances of resource type  $R_j$ .

- A.  $\text{Max}[i,j] = k$**
- B.  $\text{Max}[k,j] = i$
- C.  $\text{Max}[i,k] = j$
- D.  $\text{Max}[j,i] = k$

Q.15 In Logical to Physical Address Translation, how is the 20-bit Physical Address calculated?

- A.  $(\text{Segment} / 16) + \text{Offset}$
- B.  $\text{Segment} + \text{Offset}$
- C.  $\text{Segment} * \text{Offset}$
- D.  $(\text{Segment} * 16) + \text{Offset}$**

Q.16 In \_\_\_\_\_ a process must enter the maximum number of instances that he may need in the future.

- A. Banker algorithm**
- B. Lotus algorithm
- C. College algorithm
- D. University algorithm

Q.17 What is the formula for calculating physical address size, if the page number is  $p$ , frame number is  $f$  memory is  $\text{mem}$  and offset is  $d$ ?

- A.  $p + f$
- B.  $f + d$**
- C.  $p + d$
- D.  $\text{pages} + \text{mem}$

Q.18 What is calculated by  $\text{available}[i] = \text{maxres}[i] - \text{allocation}[i]$  in Baker's algorithm?

- A. Average memory usage
- B. Total resource usage
- C. Process priority
- D. Remaining resources**

Q.19 In most computers memory access time is ranging from \_\_\_\_\_.

- A. 10 to 200 microseconds
  - B. 200 to 300 microseconds
  - C. 10 to 200 nanoseconds**
  - D. 300 to 600 microseconds
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Q.20 The address seen by memory unit i.e. the address loaded into the memory address register is commonly referred to as the \_\_\_\_\_.

- A. Complex address
  - B. Logical address
  - C. Simple address
  - D. Physical address**
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