CS604 Quiz-1 BY Attiq Kundi

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CORRECT MCSQ

AND Many MoRe

(Updated at 16-12-2022)

1. scheduling algorithm is sometimes called shortest remaining time first scheduling algorithm.
   Preemptive Shortest Job First

2. The problem with priority scheduling algorithms is
   Starvation

3. A solution to the critical section problem must satisfy the following requirements Progress
   Race Condition

4. A major problem with priority scheduling algorithms is .
   Starvation

5. All threads within a process share the address space.
   Different

6. displays information about the top processes.
   top

7. The process id returned to the child process after successful fork system call

execution is _____

0

8. Shared libraries and kernel modules are stored in directory.
   /lib

9. is a piece of code in a cooperating process in which the process may updates shared data (variable, file, database, etc.).
   Critical section

10. Round Robin algorithm is similar to scheduling but preemption is added to switch between processes.
    First Come First Server

11. DOS is single user operating system.
    True

12. You can use the mv file1 file2 command to move
    File1 to file2.

13. A process is said to be in critical section if it executes code that manipulates shared data
    True

14. When process opens its first file explicitly it will get descriptor number
1

15. A parent process calling system call will be suspended until children process terminates wait
Exit

16. scheduling algorithm can be preemptive or non-preemptive.
Shortest job First

17. The scheduling of are done by the operating system.
Both kernel and user level thread

18. In Unix/ Linux, by default the standard output file is attached to the
Screen

19. POSIX is a standard developed by
ISO

20.

21. is the basis of queuing theory which is branch of mathematics used to analyze systems involving queues and servers.
Little's Formula

22. is a solution to the problem of indefinite blockage of low-priority processes.
Aging

23. The priority of a process can be changed using command.
nice

24. Batch programs are usually_____programs. Interactive
Non-interactive

25. A process consists of
One or more threads
Code
Data
All of the given

26. is the smallest rectangle enclosing the portion of a window or client area affected by recent drawing operations
Accumulated Bounding Rectangle

27. What kind of messages can be display using messagebox function?
Short messages

28. acts as a buffer between applications and output devices.
GDI
Kernal3
2 OS
CPU

29. On which machines the scheduler can move individual threads to different processors to “balance” the CPU load.
Multiprocessor

30. The window is the color or pattern used to fill the client area before a window begins drawing
Background

31. The number of processes completed per unit time is called .
Throughput

32. Command-line interpreter is also called in some operating systems.
shell

displays information about the top processes.

top cd

33. /usr/X11R6 is used by the X Window System.
True

34. A parent process calling system call will be suspended until children process terminates.
wait

35. _is used to check the predefined identifiers.

#ifdef

36. is/are Pre-defined GDI object(s) in Windows.

Pens
Brushes
Fonts
All of the given options

37. If a window owns child Windows, and we destroy owner Window then .

Only owner window will be destroyed

38. command displays the contents of current working directory.

ls

39. is used to request the OS by the process to take an I/O or initiating child process.

System Call

40. Linux uses directory to store system configuration files.

/etc

41. commands in Linux is used to copy

cp

42. User mode can run the Privileged instructions.

1

43. directory includes essential system boot files including the kernel image.

/boot

44. Swapper is also termed as Short term scheduler.

1

45. First _____ entries in Per Process File Descriptor Table are used as soon as the process is created.

4

46. If your processor does not have two slots empty in Per Process File Descriptor Table, then your system call will fail.
pipe

47. The manual pages can be read in Linux using command.
man

48. /opt is used for storage of large applications.
True

49. is a virtual directory in Linux and Unix.
/proc

50. The Home Directory for superuser in Linux and Unix is
/root

51. determines What will be done.
Policy

52. determines How to do something.
Mechanism

53. User Goal of OS is that It easy to use, reliable, safe and fast.
True

54. We can install and run multiple OS by using VMWare.
True

The Purpose of Operating System is to generate Executable Programs and to them.
Regenetrate
Execute

55. Users are the People, machines or computers that uses the Hardware resources.
True

56. Database, Complier, Video games are examples of .
Application

57. Linux Treats Devices as Files.
True

58. ~/vusr/CS604 is an example of __pathname.
Relative

59. usr/include/sys/vusr.h is an example of path
Absolute

60. An absolute pathname starts with the root directory (/) and a relative pathname starts with your home directory.
True

61. A pathname is the list of directories separated by .
#

62. Application Programs are methods that enable the use of Hardware resources to solve the user's Problem.
True

63. Which of the Following is not an Operating System.
Datebase

64. Operating system enables the user to use the Hardware Resources.
True

65. Which of the following is NOT a Hardware Resource. CPU
OS

66. Hardware provide basic computing resource.

True

67. scheduler selects the process from the job pool and put them in main memory. Select correct option:

Long term

68. is a preemptive scheduling algorithm. Select correct option:

Round Robin

69. The priorities of processes in the group remain fixed. Select correct option:

Kernel

70. The Operating system is a layer of software between and . Select correct option:

Hardware, software application

71. scheduling algorithm can be preemptive or non-preemptive. Select correct option:

Shortest Job First

72. Mach, MacOS X Server, QNX, OS/2 and Windows NT are examples of OS Based on_____.

Micro Kernal

73. In Layered Approach of OS, the Layer highest Layer is User Interface layer.

True

74. In Layered approach of OS, Lowest Layer is known as .

Hardware Layer

75. Operating System is the Manager of Hardware Resources.

True

76. An operating system is a control program that manages the execution of user programs to prevent errors and improper use of a computer.
True

77. The bottom-up view is that operating system is a resource manager who manages the hardware and software resources in the computer system.
True

78. In Top-down OS, user simply give a Command and reset is done by the OS.
True

79. copy file1 file2 is an example of OS view.
Top down

80. The Top-down view is that it is a program that acts as an intermediary between a user of a computer and the computer hardware, and makes the computer system convenient to use.
True

81. Managing Secondary Storage Involves all of the Following except Allocating storage space
Insure integrity of shared data

82. Operating System provides services such as Managing Primary and Secondary Storage, Processes and Allowing user to manage his/her files and directories.
True

83. First entries in Per Process File Descriptor Table are used as soon as the process is created.
2

84. Batch programs are usually programs.
Non- Interactive

85. integer shows the highest priority of a process in CPU scheduling

Small

86. Taking the CPU from one process and giving the CPU to another process is termed as Select correct option:

Context switching

87. A solution to the critical section problem must satisfy the following requirements except Select correct option:

Race Condition

88. is used in real time operating systems. Select correct option:

Non-preemptive scheduling

89. The process of switching from one process to another is called latency. Select correct option:

True

90. The major advantage of multi-programming system is Select correct option:

CPU utilization can be increased

In Unix/ Linux, by default the standard input file is attached to the Select correct option:

Keyboard

91. The nice value helps in assigning to a process.

Priority

92. The problem with priority scheduling algorithm is .

Starvation

93. OS helps manages the following except

Application software Memory
Virtual memory

Bus speed of the system

94. is a piece of code in a cooperating process in which the process may updates shared data (variable, file, database, etc.).

Critical Section

95. is a preemptive scheduling algorithm.

Round Robin

96. The procedure “The time at which the process finished working MINUS the arrival time of the process MINUS CPU burst for that process” will help calculate the .

Preemptive Shortest Job First scheduling.

97. Banker’s algorithm is used for .

Deadlock avoidance

98. Possible side effects of deadlocks are low device utilization and reduced system throughput.

Preventing

99. Preventing the condition of to happen, deadlocks can be prevented to happen.

Circular wait

100. The integer value of semaphores can range over an unrestricted integer domain.

Counting

101. The scheme is not applicable to a resource allocation system with multiple instances of each resource type.

Wait for graph

102. A dashed line is used to represent a in Resource Allocation Graph.

Claim edge

103. is an integer variable accessible through wait and signal which are atomic operations.

Semaphore

104. A state is if the system can allocate resources for each process in some order and still avoid a deadlock.

Safe

105. algorithm is used in Deadlock avoidance.

Banker's

106. Typically monitor, a high level synchronization tool is characterized by and .

Local data, programmer defined operator

107. The integer value of semaphores can not be greater than 1.

Binary

108. The process of holding at least one resource and waiting to acquire additional resources that are currently being held by other processes is known as .

Hold and wait

109. The requires that once a writer is ready, that writer performs its write as soon as possible. In other words, if a writer is waiting to access the object, no new readers may start reading.

second readers-writers problem

110. Binary semaphore whose integer value cannot be can be simpler to implement.

>1

111. The condition where a set of blocked processes each holding a resource and waiting to acquire a resource held by another process in the set, is termed as .

Deadlock

112. Following is not the classical problem of synchronization.

Counting semaphore problem

113. is an integer variable accessible through wait and signal which are atomic operations.

Semaphore

114. The condition in witch a set {P0, P1... Pn} of waiting processes must exist such that P0 is waiting for a resource that is held by P1, P1 is waiting for a resource that is held by P2, and so on, Pn-1 is waiting for a resource held by Pn. and Pn is waiting for a resource held P0. This condition is known as .

Circular wait

115. Deadlock detection and recovery technique is exactly similar to deadlock avoidance technique to handle deadlock in the system

. false (But Nor Confirm)

116. Semaphores are used to synchronize processes

.

. tough

117. The problem of Deadlocks can be solved by method(s).

Deadlock avoidance
Allowing deadlock to occur, then detect and recover
Deadlock prevention
All of the given

118. _____is used in the detection and recovery mechanism to handle deadlocks.

Wait-for Graph

119. Wrong use of wait and signal operations (in context with semaphores) can cause problem (s).

•

Bounded Waiting
Mutual Exclusion
Deadlock
All of the given options are correct

120. Which of the following is correct definition for signal operation?

Signal(S) {
S++
}

121. If system is not in a safe state, there can be NO deadlocks.

False

122. Removing the possibility of deadlock in dining philosopher problem does not ensure the problem will not occur.

Starvation

123. Which of the following is correct definition for wait operation?

Wait(S) { While(S<=0)
; // no op

124. In deadlock detection and recovery algorithm, a deadlock exists in the system if and only if the wait for graph contains a .

Cycle

125. Deadlock provides a set of methods for setting that at least one of the necessary conditions cannot hold.

. prevention

126. In Resource Allocation Graph, a Pi ----> Rj indicates that process Pi may request resource Rj at some time in the future

. claim edge

127. Deadlock can be deal with ways.

3

128. In order to remove the problem like busy waiting, some high level synchronization constructs are defined. What are they?

Critical regions and monitors

129. The run-time mapping from a virtual to physical addresses is done by a piece of hardware in the C.P.U, called the .

Memory management unit (MMU)

130. When the address used in a program gets converted to an actual physical RAM address, it is called _ _.

Address Binding

131. Addresses generated relative to part of program, not to start of physical

memory are

Relocatable

132. Secondary Storage memory devices have _ memory.

Permanent and non-volatile

133. The system maintains a _ of all processes whose memory images are on the backing store or in memory and are ready to run.

Ready Queue

134. What do we name to an address that is loaded onto the memory-address register to the memory.

Physical address

135. In _ technique, memory is divided into several fixed-size partitions.

Multiprogramming with Fixed Tasks (MFT)

136. Overlays are implemented by the ___.

Programmer

137. What do we name to an address that is generated by the CPU?

Logical address

138. If a system is not in a safe state, there can be NO deadlocks.

False

139. Preventing the condition of to happen, deadlocks can be prevented to happen.

Circular wait

140. _ is caused due to un-used space in fixed size blocks/pages.

Internal fragmentation

141. Cache is non-volatile memory.

False

142. Banker's algorithm is used for _ _.

Deadline avoidance

143. is used in the detection and recovery mechanism to handle deadlocks.

Wait-to-Graph

144. The file descriptor for Standard Input (stdin) is

0

145. Which of the following is not true for a time-sharing system?

Rigid time requirements

146. Rather than maximizing CPU utilization and use of peripheral devices, systems are for maximizing user convenience and responsiveness

Single-user

147. You can have a thread wait for another thread with the same process by using the system call.

pthread_join()

148. The child process can _____
Be a duplicate of the parent process

149. You can use the rm file1 command to _____ file1
Remove

150. The write() system call may not fail for____reason(s)
Valid argument

151. A system has well defined, fixed time constraints, and if the system does not produce output for an input within the time constraints, the system fail.
Real-time

152. An operating system is easily portable between varying hardware designs in structural approach.
Micro kernels

153. A program in execution is called a
Process

154. The manual pages can be read in Linux using command.
Man

155. system call is used to create a child process.
Fork

156. Given below to statement can be categorized in some sort of message passing technique. This type is named as

- Send (A message)
- Receive (B message)

Direct communication

157. The write() system call may not fail for____reason(s)

Valid argument

158. command in Linux helps to create a new directory

mkdir

159. The process id returned to the child process after successful fork system call execution is ___.

0

160. Ali is an operating system designer. One user requirement regarding OS is easy to debug and modify. In your opinion which one of the following OS structure Ali needs to follow?

Layered approach

161. Consider a scenario of CPU protection, _____ is added to the operating system in order to detect and avoid loop in a user program.

Timer

162. The main characteristic of real time system is.

Usability

163. The creating process is called a process while the new process are called the of the process.

Parent,children

164. A parent process calling system call will be suspended until children processes terminate.

Wait

165. The_____ defines an operating system as a bridge between computer user and hardware for a user's convenience.

Top-down view

166. The link between two processes P and Q to send and receive messages

is called

Communication link

167. __command displays the contents of current working directory.

ls

168. Which process can be affected by other processes executing in the system?

cooperating process

169. Which is not basic computing hardware?

Compact Disc

170. command in LINUX is used to copy file.

Cp

171. A___enables a user process to request the operating system to execute a privileged instruction for it

Trap

172. In Unix/Linux environment, Ayesha wants to know the complete picture of current processes in her session. Which of the following command will help her in this regard?

$ ps

173. Shared libreries and kernel modules are stored in directory.

/lib

174. State of a process transits from running to ready because of .

Interrupt

175. A shell command mkfifo can be used to create a/an _____

Named pipe

176. The correct command when pipes are used on the command line to connect the standard input of one process to the standard input of another is .

Cmd1 | cmd2 | ……. | cmdN

177. Which of the following statement is not true regarding the cooperating processes?

It may affect or be affected by any other process executing in the system.

178. Multilevel feedback scheduling allows a process to move between queues.

Queu

179. _____ multi-threading model provides full concurancy.

One-to-One

180. Which part of the computer system helps in managing the file and memory management system?

Operating System

181. In LINUX directory structure, there is _____ root directory.

1

182. The region in the memory that a process is allowed to access is known as .

Address space

183. A process is if it cannot affect or be affected by any other process executing in the system.

Independent

184. _____ Scheduler takes the process from the ready queue and assigns the CPU with the help of Dispatcher.

Short term

185. In LINUX/UNIX environment Ali want to know the number of processes

running on the system and their status, number of CPUs in the system and their usage, amount of main memory and its usage.
Which of the following command will help in this regard?

$ top

186. If your processor does not have two slots empty in Pre Process file Descriptor Table, then your system call will fail.

Pipe

187. In inter process communication, a sender mention the name of a recipient.

Direct

188. When processes communicate with each other, they perform communication through synchronization and utilizing separate address spaces. This action is termed as _____

Inter Process Communication

189. How many modes are supported in operating system?

2

190. P1,P2,P3,P4,P5 are five processes with tick numbers P1=1,P2=2,P3=4,P4=2,P5=4 then considering Lamport's bakery algorithm _____process enters critical section after P1.

P2

191. Four processes P1, P2, P3, P4 enter the ready queue at time 0 with burst times P1=3, P2=10, P3=4. Waiting time of P3 would be _____.

13

192. Processes P1, P2, P3 having burst time P1=3, P2=4, P3=3 and turnaround times P1=7, P2=10, P3=9 enter the ready queue at Time=0. With RR scheduling waiting time for process P2 is_____.

6

193. Consider the following preemptive priority-scheduling algorithm based on dynamically changing priorities. Larger priority numbers imply higher priority. When a process is waiting for the CPU (in the ready queue but not running), its priority changes at a rate X when it is running, its priority changes at a rate Y. All processes are given a priority of 0 when they enter the ready queue. The parameters and can be set to give many different scheduling algorithms. What is the algorithm that results from Y>X>0?

FCFS

194. Processes P1, P2, P3, P4 enter the ready queue at times 0, 3, 3, 11 with burst times P1=8, P2=2, P3=1, P4=1. With shortest remaining Time First. ____ Process is given CPU at time T=3

P3

195. _____ Command display the status of the process.

Ps

196. Critical section problem is to _____ the concurrent execution of cooperating process.

Serialize

197. Which of the following statement is not true regarding the cooperating processes?

It may affect or be affected by any other process executing in the system. (Page 41)

198. A process 'A' that has finished working but its parent process has also finished its execution. In this state the process 'A' will be called as _____process.

Zombie

199. The_____ approach include the ease of extending the OS.

Micro Kernel

200. In which of the following system multiple user are allowed to used the computer simultaneously?

Multi user

201. In process synchronization, if both the producer and consumer attempt to update

the buffer concurrently, the machine language statements may get interleaved. Interleaving depends upon how the procedure and consumer processes are _____.

Scheduled

202. You can have a thread wait for another thread within the same process by using the _____system call •

Pthread_join()

203. When a process has undivided access to a shared piece of code than no other process can execute code, this state is called_____.

Mutual exclusion

204. Preemptive SJF (Shortest Job First) scheduling is sometimes called _____ scheduling.

shortest remaining-time-first pg#82

205. _____ scheduling algorithm is sometimes called shortest remaining time first scheduling algorithm.

Preemptive Shortest Job First

206. In multilevel queue-scheduling algorithm the highest priority is given to .

System processes

207. A parent process calling_____ system call will be suspended until children processes terminate.

Wait

208. In the Bakery algorithm, processes are prioritized based on highest ticks among computing processes.

False

209. In the bakery algorithm to solve the critical section problem_____.

Each process receives a number(may or may not be unique) and the one with the lowest number is served next

210. Which is not basic computing hardware?

Compact Disc

211. How many modes are supported in operating system?

2

212. State of a process transits from running to ready because of .

Interrupt

213. _____ algorithm is used for solving n-process critical section problem.

Bakery

214. The process creates two FIFOs, FIFO1 and FIFO2, and opens FIFO1 for reading and FIFO2 for writing.

Server

215. For reading input, which of the following system call is used?

Read

216. In operating system, _____ command is used to copy files to same location or different location.

Both Copy and CP

217. _____command in LINUX is used to copy file.

Cp

218. The_____ system call suspends the calling process until one of the immediate children terminate.

Wait

219. A _____ enables a user process to request the operating system to execute a privileged instruction for it.

Trap

220. Consider a scenario of CPU protection, is added to the operating system in order to detect and avoid loop in a user program.

Timer

221. Taking the CPU from one process and giving the CPU to another process is termed as:

Context Switching

222. The region in the memory that a process is allowed to access is known as_____.

Address space

223. A_____ signal is generated when a write performed to fifo that no process is opened for reading.

SIGPIPE

224. Consider three processes in scheduling. Here are the waiting time for three processes P1=5,P2=10,P3=3.Which one of the following is correct average waiting time per process?

6

225. FIFO's(also known as named pipes)are used for communication between_____ on UNIX/Linux system.

Related processes

226. A signal is an event generated to get attention of :

Process

227. In multi-threaded process thread () take two argument, they are used to take _____and_____.

New thread function name, new thread ID

228. _____ multi-threading model provides full concurancy.

One-to-One

229. A solution to the critical section must satisfy the following requirements except :

Race Condition

230. In critical section problem _____ requirement illustrates that, “If no process is executing in its critical section and some processes wish to enter their critical sections, then only those processes that are not executing in their remainder section can participate in the decision on which will enter its critical section next, and this selection cannot be postponed indefinitely.”

Progress

231. In critical section problem, each process must first request permission to enter its critical section. The section of code implementing this request is called the _____ .

Entry section

232. Which of the following conditions must be satisfied to solve the critical section problem?

Mutual Exclusion
Progress
Bounded waiting
All of the mentioned

233. Critical section problem is to _____ the concurrent execution of cooperating process.

Serialize

234. Using hardware solution to synchronization for complex problems, introduce a new synchronization tool known as_____.

Semaphore

235. In round-robin (RR) scheduling algorithm the CPU scheduler goes around the ready queue, allocating the CPU to each process for time interval of up to ___ time quantum.

1

236. A shell command mkfifo can be used to create a/an _____

Named pipe

237. After fork() system call is made, parent and child process have their separate copy of_____.

File descriptors

238. A major problem with priority-scheduling algorithm is _____.

Starvation

239. Priority scheduling cannot be pre-emptive.

False

240. The priority of a process can be changed using _____ command.

Nice

241. The situation in which no context switching is required in multiprocessor system is referred to as_____.

Spin lock

242. In multilevel queue-scheduling algorithm the highest priority is given to .

System processes

243. You can use the bg command to put the current or a suspended process into the background. What is the correct syntax of bg command from the following?

bg [%job_id]

244. If your processor does not have two slots empty in Pre Process file Descriptor Table, then your_____system call will fail.

Pipe

245. A is an integer variable that, apart from initialization is accessible only through two standard atomic operations: wait and signal.

Semaphore

246. Given below two statements can be categorized in some of message
Send (A, message)
Receive (B, message)

Direct communication

247. To display all processes _____ option is used with ps command

-e

248. The BSD sockets are used for communication between related or unrelated processes on the same system or_____ on different systems.

Unrelated processes

249. In hardware multiprocessor environment two instructions are executed _____ which are swap and TestAndSet.

Atomically

250. _____ command in Linux helps to create a new directory

mkdir

251. rmkdir command is used to _____ an empty directory.

Remove

252. UNIX System V scheduling uses queues, which run _____algorithm.

Round Robin

253. UNIX system V Scheduling algorithm in every second, the priority number of all those processes that are in the main memory and ready to run is updated by using the following formula:.

Priority # = (Recent CPU Usage)/2 + Threshold priority + nice

254. A time-sharing system is

Multi user
Multitasking
Interactive
All of these

255. _____processes or thread often need access to shared data and shared resources.

Concurrent

256. Four processes P1, P2, P3, P4 enter the ready queue at time 0 with burst times P1=3, P2=10, P3=4. Waiting time of P3 would be _____.

13

257. In_____ addressing, the recipient is not required to name the sender.

Asymmetric

258. A program in execution is called a _____

Process

259. Concurrent processes must be synchronized to prevent _____ .

Race condition

260. When a process P1 switches from the running state to the waiting state because a I/O request is being completed. This scheduling is called_____.

Non preemptive

261. As a result of , a SIGINT signal is sent to a process. Signal number for SIGINT is _____

2

262. A heavy weight process_____. • Has multiple threads of execution

Has a single thread of execution

263. The kernel is a computer program that manages_____ request from software

Input/output

264. The Kernel is _____ user threads.

unaware of

265. A solution to the critical section must satisfy the following requirements except :

Race Condition p

266. The time it takes for the dispatcher to stop one process and start another running is known as the _____ .

Dispatch latency

267. The procedure “The time at which the process finished working MINUS the arrival time of the process MINUS CPU burst for that process” will help calculate the _____.

Preemptive Shortest Job First scheduling.

268. In producer-consumer problem synchronization is required. On which shared area this synchronization actually effect?

Buffer

269. The round-robin (RR) scheduling algorithm is designed especially for_____.

Time-sharing system

270. The scheduling of _____ are done by the operating system.

Kernel threads

271. Co-operating process sharing a piece of code are executed periodically to solve _____

Critical section problem

272. A thread shares its resources (like data section, code section, open files, signal) with_____

Other thread that belong to the same processes

273. Preemptive SJF (Shortest Job First) scheduling is sometimes called _____ scheduling.

shortest remaining-time-first

274. _____ is the basis of queuing theory which is branch of mathematics used to analyze systems involving queues and servers.

Little’s Formula

275. Which could not be the advantage of thread?

Separate address space

276. UNIX System V scheduling uses queues, which run _____algorithm.

Round Robin

277. We can suspend a foreground process by pressing_____ which sends a STOP/SUSPEND signal to the process.

Ctrl-z

278. Using _____ system, we can create a new process in Linux.

Fork

279. We can terminate a thread explicitly by either returning from the thread function or by using the _____ call.

pthread_exit()

280. We can perform the solution to critical section problem by allowing only one process to enter at a time but another solution hold some instruction use. One of them is TSL, how it is written in program?

TestAndSet (Boolean &target)

281. We can use semaphore to deal with the number of _____ process critical section problem.

n

282. In Overlay technique, we can overload any part of the program with the part of the program required needed recently.

False

283. WE can terminate a thread explicity by either returning from the thread function or by using the ____ call.

Pthread_exit()

284. Consider a system of N processes (Po, P1……..Pn-1). Each process in its critical section and process may be changing common, updating a table. No other process is allowed to execute in its section. This problem is called _____.

N-Process Critical Section

285. CPU bound processes are scheduled before short or I/O bound processes in _____scheduling therefore, resulting in less CPU and device utilization.

First Come First Serve

286. Multilevel feedback _____ scheduling allows a process to move between queues.

Queue

287. Consider three processes in scheduling. Here are the waiting times for three process P1=4,P2=2,P3=6.Which one of the following is correct average waiting time.

4

288. In critical section problem, each process must first request permission to enter its critical section. The section of code implementing this request is called the _____ .

Entry section

289. In critical section problem _____ requirement illustrates that, “If no process is executing in its critical section and some processes wish to enter their critical sections, then only those processes that are not executing in their remainder section can participate in the decision on which will enter its critical section next, and this selection cannot be postponed indefinitely. ”

Progress

290. Performance measures of scheduling algorithms are calculated with _____ using Gantt charts, in order to evaluate an algorithm for a particular workload.

Deterministic modeling

CS604 Quiz-1 BY Attiq Kundi

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