

Copying a process from memory to disk to allow space for other processes is called.

- A. Swapping
- B. Deadlock
- C. Demand paging
- D. Page fault

ANSWER: A

Which module gives control of the CPU to the process selected by the short-term scheduler.

- A. Dispatcher
- B. Interrupt
- C. Scheduler
- D. None of the mentioned

ANSWER: A

In priority scheduling algorithm, when a process arrives at the ready queue, its priority is compared with the priority of.

- A. All process
- B. Currently running process
- C. Parent process
- D. Init process

ANSWER: B

In multilevel feedback scheduling algorithm.

- A. A process can move to a different classified ready queue
- B. Classification of ready queue is permanent
- C. Processes are not classified into groups
- D. None of the mentioned

ANSWER: A

An I/O bound program will typically have.

- A. A few very short CPU bursts
- B. Many very short I/O bursts
- C. Many very short CPU bursts
- D. A few very short I/O bursts

ANSWER: C

A process is selected from the \_\_\_\_\_ queue by the \_\_\_\_\_ scheduler, to be executed.

- A. Blocked, short term
- B. Wait, long term
- C. Ready, short term
- D. Ready, long term

ANSWER: C

The wait-for graph is a deadlock detection algorithm that is applicable when.

- A. All resources have a single instance
- B. All resources have multiple instances
- C. All resources have a single 7 multiple instances
- D. All

ANSWER: A

An edge from process  $P_i$  to  $P_j$  in a wait for graph indicates that.

- A.  $P_i$  is waiting for  $P_j$  to release a resource that  $P_i$  needs
- B.  $P_j$  is waiting for  $P_i$  to release a resource that  $P_j$  needs
- D.  $P_i$  is waiting for  $P_j$  to leave the system
- D.  $P_j$  is waiting for  $P_i$  to leave the system

ANSWER: A

Turnaround time is.

- A. The total waiting time for a process to finish execution
- B. The total time spent in the ready queue
- C. The total time spent in the running queue
- D. The total time from the completion till the submission of a process

ANSWER: D

Scheduling is done so as to.

- A. Increase the response time
- B. Keep the response time the same
- C. Decrease the response time
- D. None of these

ANSWER: C

Which of the following statements are true.

- I. Shortest remaining time first scheduling may cause starvation
- II. Preemptive scheduling may cause starvation
- III. Round robin is better than FCFS in terms of response time

- A. I only
- B. I and III only
- C. II and III only
- D. I, II and III

ANSWER: D

Aging is.

- A. Keeping track of cache contents
- B. Keeping track of what pages are currently residing in memory
- C. Keeping track of how many times a given page is referenced
- D. Increasing the priority of jobs to ensure termination in a finite time

ANSWER: D

Which one of the following is the address generated by CPU.

- A. Physical address
- B. Absolute address
- C. Logical address
- D. None

ANSWER: C

The address of a page table in memory is pointed by.

- A. Stack pointer
- B. Page table base register
- C. Page register
- D. Program counter

ANSWER: B

The page table contains.

- A. Base address of each page in physical memory
- B. Page offset
- C. Page size
- D. None of the mentioned

ANSWER: A

What is the ready state of a process.

- A. When process is scheduled to run after some execution
- B. When process is unable to run until some task has been completed
- C. When process is using the CPU
- D. None of the mentioned

ANSWER: A

A set of processes is deadlock if.

- A. Each process is blocked and will remain so forever
- B. Each process is terminated
- C. All processes are trying to kill each other
- D. None of the mentioned

ANSWER: A

The address of the next instruction to be executed by the current process is provided by the.

- A. CPU registers
- B. Program counter
- C. Process stack
- D. Pipe

ANSWER: B

The number of processes completed per unit time is known as.

- A. Output
- B. Throughput
- C. Efficiency
- D. Capacity

ANSWER: B

The degree of multi-programming is.

- A. The number of processes executed per unit time
- B. The number of processes in the ready queue
- C. The number of processes in the I/O queue
- D. The number of processes in memory

ANSWER: D

If all processes I/O bound, the ready queue will almost always be \_\_\_\_\_, and the Short term Scheduler will have a \_\_\_\_\_ to do.

- A. Full,little
- B. Full,lot
- C. Empty,little
- D. Empty,lot

ANSWER: C

What is a medium-term scheduler.

- A. It selects which process has to be brought into the ready queue
- B. It selects which process has to be executed next and allocates CPU
- C. It selects which process to remove from memory by swapping
- D. None of these

ANSWER: C

The primary distinction between the short term scheduler and the long term scheduler is.

- A. The length of their queues
- B. The type of processes they schedule
- C. The frequency of their execution
- D. None of these

ANSWER: C

In a multi-programming environment.

- A. The processor executes more than one process at a time
- B. The programs are developed by more than one person
- C. More than one process resides in the memory
- D. A single user can execute many programs at the same time

ANSWER: C

Which of the following state transitions is not possible.

- A. Blocked to running
- B. Ready to running
- C. Blocked to ready
- D. Running to blocked

ANSWER: A

When memory is divided into several fixed sized partitions, each partition may contain.

- A. Exactly one process
- B. At least one process
- C. Multiple processes at once
- D. None of these

ANSWER: A

The first fit, best fit and worst fit are strategies to select a.

- A. Process from a queue to put in memory
- B. Processor to run the next process
- C. Free hole from a set of available holes
- D. All

ANSWER: C

A race condition refers to.

- A. Situation where several processes access and manipulate the same data concurrently
- B. Situation where single process access and manipulate the same data concurrently
- C. Situation where no process access and manipulate the same data concurrently
- D. None

ANSWER: A

Operating system maintains the page table for.

- A. Each process
- B. Each thread
- C. Each instruction
- D. Each address

ANSWER: A

Which section is dynamically allocated memory to a process during its run time.

- A. Stack
- B. Data
- C. Text
- D. Heap

ANSWER: D