

# CS604 – Operating System

## Quiz No.1 Dated Dec 04, 2012

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

\_\_\_\_\_.

- 0**
- 1
- 2
- 3

Shared libraries and kernel modules are stored in \_\_\_\_\_ directory.

- /bin
- /dev/
- /boot
- /lib**

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

Critical analysis

**Critical section**

Critical path

Critical code

Round Robin algorithm is similar to \_\_\_\_\_ scheduling but preemption is added to switch between processes.

Shortest job first

Shortest Remaining Time First

**First Come First Server**

None of these

DOS is single user operating system.

**True**

False

You can use the mv file1 file2 command to move \_\_\_\_\_

**File1 to file2.**

File2 to file 1

This command will not work for moving

None the options is correct

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

**True**

False

When process opens its first file explicitly it will get descriptor number \_\_\_\_\_

- 1
- 2
- 3
- 4

A parent process calling \_\_\_\_\_ system call will be suspended until children process terminates

- wait
- Fork
- Exit**
- Exec

\_\_\_\_\_ scheduling algorithm is sometimes called shortest remaining time first scheduling algorithm.

- Non-Preemptive SJF
- Priority Scheduling
- Preemptive Shortest Job First**
- FCFS

A solution to the critical section problem must satisfy the following requirements

- Progress
- Mutual exclusion
- Bounded Waiting
- Race Condition**

A major problem with priority scheduling algorithms is \_\_\_\_\_.

- Deadlock
- Aging
- Starvation**
- None of the these

All threads within a process share the \_\_\_\_\_ address space.

- Same
- Different**

\_\_\_\_\_ displays information about the top processes.

- ls
- Cs
- top**
- Cd

The problem with priority scheduling algorithms is \_\_\_\_\_

- Deadlock

## **Starvation**

Aging

Nice value

\_\_\_\_\_ scheduling algorithm can be preemptive or non-preemptive.

First Come First Serve

### **Shortest job First**

Round Robin

Priority

The scheduling of \_\_\_\_\_ are done by the operating system.

Kernel threads

User level threads

### **Both kernel and user level thread**

None of the give option

In Unix/ Linux, by default the standard output file is attached to the \_\_\_\_\_

File

### **Screen**

Printer

Scanner

POSIX is a standard developed by ANSI

IEEE

### **ISO**

ACM

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

### **Little's Formula**

Deterministic modeling

Queuing Theory

Queuing Analysis

\_\_\_\_\_ is a solution to the problem of indefinite blockage of low-priority processes.

Starvation

Deadlock

### **Aging**

None of the these

The priority of a process can be changed using \_\_\_\_\_ command.

**nice**

cmd

Cat

grep

Batch programs are usually \_\_\_\_\_ programs.

Interactive

**Non-interactive**

Foreground

Preemptive

A process consists of \_\_\_\_\_

One or more threads

Code

Data

**All of the given**

\_\_\_\_\_ is the smallest rectangle enclosing the portion of a window or client area affected by recent drawing operations

Invalid Rectangle

**Accumulated Bounding Rectangle**

Accumulated Client Rect

All of the given options

What kind of messages can be display using messagebox function?

Long messages

**Short messages**

Null value

None othe given

\_\_\_\_\_ acts as a buffer between applications and output devices.

GDI

Kernal32

OS

CPU

On which machines the scheduler can move individual threads to different processors to "balance" the CPU load.

Miniprocessor

**Multiprocessor**

Doubleprocessor

None of given options

The window \_\_\_\_\_ is the color or pattern used to fill the client area before a window begins drawing

Caption

Color palette

**Background**

Foreground

\_\_\_\_\_ is used to check the predefined identifiers.

#include

**#ifdef**

#def

#elif

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

Pens

Brushes

Fonts

**All of the given options**

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

**Only owner window will be destroyed**

Only its owned window will be destroyed

Both owner and owned Windows will be destroyed

The application will be crashed

\_\_\_\_\_ command displays the contents of current working directory.

**ls**

Cs

Mv

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

**System Call**

Interrupt

Trap

Singal

Linux uses \_\_\_\_\_ directory to store system configuration files.

/bin

/dev

/boot

**/etc**

\_\_\_\_\_ commands in Linux is used to copy file

is

**cp**

mv

mkdir

User mode can run the Privileged instructions.

**1**

0

A parent process calling \_\_\_\_\_ system call will be suspended until children process terminates. ht

- wait**
- fork
- exit
- exec

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

- pipe**
- read
- write
- open

The manual pages can be read in Linux using \_\_\_\_ command.

- man**
- wan
- desc
- help

\_\_\_\_\_ directory includes essential system boot files including the kernel image.

- /bin
- /dev**
- /boot
- /etc

Swapper is also termed as Short term scheduler.

- 1**
- 0

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

- 1
- 2
- 3
- 4**

The number of processes completed per unit time is called \_\_\_\_\_.

- Turn around time
- Throughput**
- Response time
- Dispatch latency

Command-line interpreter is also called \_\_\_\_\_ in some operating systems.  
kernal wrong

**shell**

signal

api

\_\_\_\_\_ displays information about the top processes.

is

cs

**top**

**cd**

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

**True**

False

/opt is used for storage of large applications.

**True**

False

\_\_\_\_\_ is a virtual directory in Linux and Unix.

**/proc**

/temp

/ver

/boot

The Home Directory for superuser in Linux and Unix is

/

/home

**/root**

None of the given

Linux Treats Devices as Files.

**True**

False

~/vusr/CS604 is an example of \_\_\_\_\_ pathname.

Absolute

**Relative**

usr/include/sys/vusr.h is an example of \_\_\_\_\_ path

**Absolute**

Relative

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

**True**

False

A pathname is the list of directories separated by \_\_\_\_\_.

- #
- \$
- &
- /

\_\_\_\_\_ determines What will be done.

Mechanism

**Policy**

Mechanism and Policy

None of the given

\_\_\_\_\_ determines How to do something.

**Mechanism**

Policy

Mechanism and Policy:

None of the given

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

**True**

False

We can install and run multiple OS by using VMWare.

**True**

False

Mach, MacOS X Server, QNX, OS/2 and Windows NT are examples of OS Based on \_\_\_\_\_.

Layered

**Micro Kernal**

Virtual Machine

None of The Given

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

**True**

False

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

Software Layer

**Hardware Layer**

Lower Level Layer

None of The Given

Operating System is the Manager of Hardware Resources.

**True**

False

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

**True**

False

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

**True**

False

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

**True**

False

copy file1 file2 is an example of \_\_\_\_\_ OS view.

**Top down**

Bottum Up

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**

False

Managing Secondary Storage Involves all of the Following except

Allocating storage space

Deallocating Storage

Prevent Overwriting

**Insure integrity of shared data**

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

**True**

False

The Purpose of Operating System is to generate Executable Programs and to \_\_\_\_\_ them.

Regenerate

**Execute**

Store

Remove

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

**True**

False

Database, Compiler, Video games are examples of \_\_\_\_\_.

Hardware

**Application**

Operating System  
Users

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

**True**

False

Which of the Following is not an Operating System.

Linux

Unix

Windows Xp

**Datebase**

Operating system enables the user to use the Hardware Resources.

**True**

False

Which of the following is NOT a Hardware Resource.

CPU

**OS**

I/O Devices

Memory

Hardware provide basic computing resource.

**True**

False

\_\_\_\_\_ scheduler selects the process from the job pool and put them in main memory.

Select correct option:

**Long term**

Short term

Medium term

Swapper

\_\_\_\_\_ is a preemptive scheduling algorithm.

Select correct option:

First Come First Serve

Shortest Job First

**Round Robin**

None of these

The priorities of processes in the \_\_\_\_\_ group remain fixed.

Select correct option:

**Kernel**

User

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

Select correct option:

Context Switching  
Dispatching  
**Swapping**  
Tracking

A solution to the critical section problem must satisfy the following requirements except

Select correct option:

Progress  
Mutual Exclusion  
Bounded Waiting  
**Race Condition**

\_\_\_\_\_ is used in real time operating systems.

Select correct option:

**Non-preemptive scheduling**  
Preemptive scheduling  
Dispatching scheduling  
FCFS scheduling

The process of switching from one process to another is called latency.

Select correct option:

**True**  
False

The major advantage of multi-programming system is

Select correct option:

More than one jobs can be processed at a given time  
CPU utilization can be increases  
Jobs can be completed quickly  
**All of the options are correct**

In Unix/ Linux, by default the standard input file is attached to the \_\_\_\_\_

Select correct option:

Mouse  
**Keyboard**  
Light pen  
Joystick

The nice value helps in assigning \_\_\_\_\_ to a process.

Select correct option:

**Priority**  
Weight  
Time  
Scheduling

The problem with priority scheduling algorithm is \_\_\_\_\_.

Select correct option:

Deadlock

**Starvation**

Aging

Nice value

OS helps manages the following except

Select correct option:

Application software

Memory

Virtual memory

**Bus speed of the system**

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

Select correct option:

Critical Analysis

**Critical Section**

Critical path

Critical code

\_\_\_\_\_ is a preemptive scheduling algorithm.

Select correct option:

First Come First Serve

Shortest Job First

**Round Robin**

None of these

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 \_\_\_\_\_.

Select correct option:

on-preemptive Shortest Job First scheduling.

**Preemptive Shortest Job First scheduling.**

FCFS

RR Scheduling

The Operating system is a layer of software between \_\_\_\_\_ and \_\_\_\_\_.

Select correct option:

**Hardware, software application**

Kernel, hardware

Dos, Windows

Windows, Kernel

\_\_\_\_\_ scheduling algorithm can be preemptive or non-preemptive.

Select correct option:

First Come First Serve

**Shortest Job First**

Round Robin

Priority

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

1

**2**

4

3

Batch programs are usually \_\_\_\_\_ programs.

Interactive

**Non- Interactive**

Foreground

Preemptive

\_\_\_\_\_ integer shows the highest priority of a process in CPU scheduling

**Small**

Large