



## (MCQZ-CS604 Operating Systems)

(No repeated Questions) April 2014

\_\_\_\_\_ command to resume the execution of a suspended job in the foreground

▶ **fg (Page 68)**

- ▶ bg
- ▶ jobs
- ▶ kill

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

▶ is

▶ **cp (Page 30)**

- ▶ mv
- ▶ mkdir

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

▶ **0 (Page 40)**

- ▶ 1
- ▶ 2
- ▶ 3

In \_\_\_\_\_ addressing, the recipient is not required to name the sender.

▶ Symmetric

▶ **Asymmetric (Page 47)**

- ▶ Both symmetric and asymmetric
- ▶ None of the given options

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

▶ Progress

▶ Mutual exclusion

▶ Bounded Waiting

▶ **All of these (Page 101)**

Typically the execlp system call is used after a fork system call.

▶ **True (Page 39)**

▶ False

You can create a threads by using the pthread\_create() call.

▶ **True (Page 76)**

▶ False

The interval from the time of submission to the time of completion is the \_\_\_\_\_

▶ **Turnaround time (Page 83)**

▶ Waiting time

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- ▶ Response time
- ▶ None of all these

Each process must first request permission to enter its critical section. The section of code implementing this request is called the \_\_\_\_\_

- ▶ **entry section** (Page 100)
- ▶ Critical Section
- ▶ remainder section
- ▶ None of all these

IPC provides a mechanism to allow processes to communicate and to synchronize their actions without sharing the same \_\_\_\_\_

- ▶ **Address space** (Page 46)
- ▶ Address Name
- ▶ Address ID
- ▶ None of all these

Linux is a version of \_\_\_\_\_ operating system.

- ▶ OS/2
- ▶ Windows
- ▶ **Unix** [click here for detail](#)
- ▶ None of the above

Current working directory can be accessed using ----- Command.

- ▶ . (dot)
- ▶ # ( hash )
- ▶ / (slash)
- ▶ **~ (tilt)** (Page 25)

Mkfifo() is a \_\_\_\_\_.

- ▶ **Library Call** (Page 58)
- ▶ Command
- ▶ Directory
- ▶ None of Above

\_\_\_\_\_ command gives a snapshot of the current processes.

- ▶ **ps** (Page 66)
- ▶ top
- ▶ who
- ▶ ls

Time interval when the I/O Devices are accessed is known as -----.

- ▶ CPU Burst

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▶ **IO Burst** [Click here for detail](#)

- ▶ Time Slice
- ▶ None of Above

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

▶ **Context switching** (Page 34)

- ▶ scheduling
- ▶ quantum period
- ▶ latency

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

- ▶ /bin
- ▶ **/boot** (Page 26)
- ▶ /dev
- ▶ /etc

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

- ▶ Non-preemptive SJF
- ▶ Priority Scheduling
- ▶ **Preemptive Shortest Job First** (Page 85)
- ▶ FCFS

A semaphore that cause Busy-Waiting is termed as \_\_\_\_\_.

- ▶ **Spinlock** (Page 113)
- ▶ Monitor
- ▶ Critical region
- ▶ Critical section

Progress and Bounded Waiting are some of the characteristics to solve the critical section problems.

- ▶ **True** (Page 101)
- ▶ False

In -----addressing; the recipient is not required to name the sender.

- ▶ Symmetric
- ▶ **Asymmetric** (Page 47) rep
- ▶ Both symmetric and asymmetric
- ▶ None of the given options

The execution of critical sections must NOT be mutually exclusive

- ▶ True
- ▶ **False** (Page 100)

A program in execution is called a \_\_\_\_\_.

- ▶ Command

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▶ **Process (Page 31)**

- ▶ Software
- ▶ Compiler

The critical section problem can be solved by the following except

- ▶ Software based solution
- ▶ **Firmware based solution (Page 101)**
- ▶ Operating system based solution
- ▶ Hardware based solution

The bottom layer in the layered approach of Operating System is-----

- ▶ User interface
- ▶ **Hardware (Page 21)**
- ▶ Kernel
- ▶ None of the given options

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

- ▶ **man (Page 27)**
- ▶ wan
- ▶ desc
- ▶ help

The hardware mechanism that enables a device to notify CPU is called an -----

- ▶ **Interrupt [click here for detail](#)**
- ▶ Signal
- ▶ Trap
- ▶ Process

You can display the contents (names of files and directories) of a directory in UNIX/Linux directory structure with the ----- command.

- ▶ ll
- ▶ s
- ▶ **ls (Page 28)**
- ▶ none of the given options

The ----- system call suspends the calling process.

- ▶ fork
- ▶ **wait (Page 42)**
- ▶ exec
- ▶ exit

You can use the ----- command to display the status of suspended and background processes

- ▶ fg

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- ▶ bg
- ▶ **jobs (Page 68)**
- ▶ kill

You can terminate a foreground process by pressing -----

- ▶ <Ctrl-A>
- ▶ **<Ctrl-C> (Page 69)**
- ▶ <Ctrl-Z>
- ▶ None of the given options

A time sharing system is

- ▶ Multi tasking
- ▶ Interactive
- ▶ Multi user
- ▶ **All of these (Page 9)**

The main characteristic of a Real time system is

Select correct option:

- ▶ Efficiency
- ▶ Large Virtual Memory
- ▶ Large secondary storage device
- ▶ **Usability [click here for detail](#)**

Shared libraries and kernel modules are stored in directory

- ▶ /bin
- ▶ /dev
- ▶ /boot
- ▶ **/lib (Page 26)**

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

- ▶ **Long term (Page 36)**
- ▶ Short term
- ▶ Medium term
- ▶ Swapper

In indirect inter process communication, a sender \_\_\_\_\_ mention the name of the recipient.

- ▶ do
- ▶ **do not (Page 47)**

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

- ▶ **Semaphore (Page 111)**
- ▶ Monitor

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- ▶ Critical region
- ▶ Critical section

The performance of Round Robin algorithm does NOT depends heavily on the size of the time quantum.

- ▶ **True (Page 89)**
- ▶ False

The following requirement for solving critical section problem is known as \_\_\_\_\_. “There exists a bound on the number of times that other processes are allowed to enter their critical sections after a process has made a request to enter its critical section and before that request is granted.”

- ▶ Progress
- ▶ **Bounded Waiting (Page 101)**
- ▶ Mutual Exclusion
- ▶ Critical Region

The critical section problem can be solved by the following except

- ▶ Software based solution
- ▶ **Firmware based solution (Page 101) rep**
- ▶ Operating system based solution
- ▶ Hardware based solution

\_\_\_\_\_ is also called Swapper.

- ▶ Swap space
- ▶ **Medium term scheduler**
- ▶ Short term scheduler
- ▶ Long term scheduler

Linux OS can support multiple users at a time

- ▶ **True (Page 9)**
- ▶ False

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

- ▶ **hardware, software application (Page 21)**
- ▶ Kernel, hardware
- ▶ Dos, Windows
- ▶ Windows, Kernel

The major advantage of multi-programming system is

- ▶ More than one jobs can be processed at a given time
  - ▶ **CPU utilization can be increased (Page 8)**
  - ▶ Jobs can be completed quickly
- All of the options are correct

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

- ▶ Kernel
- ▶ **Shell (Page 16)**
- ▶ Signal
- ▶ API

I/O instructions are Privileged Instructions.

- ▶ **True (Page 12)**
- ▶ False

In Linux directory structure, there is \_\_\_\_\_ root directory.

- ▶ **1 (Page 26)**
- ▶ 2
- ▶ 3
- ▶ 4

Utilities used for system administration (halt, ifconfig, fdisk, etc.) are stored in \_\_\_\_\_ directory.

- ▶ /dev
- ▶ /boot
- ▶ /lib
- ▶ **/sbin (Page 27)**

rm and [r]mkdir commands are used to \_\_\_\_\_ directory.

- ▶ Create
- ▶ Move
- ▶ **Remove (Page 30)**
- ▶ Modify

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

- ▶ **file1 to file2. (Page 30)**
- ▶ file 2 to file 1
- ▶ this command will not work for moving files
- ▶ None of the option is correct.
- ▶ Both option a and b are correct

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

- ▶ **Context Switching** [click here for detail](#)
- ▶ Dispatching
- ▶ Swapping
- ▶ Tracking

A Process that has finished working, as well as its parent process has also finished its execution. In this state the process A will be called as \_\_\_\_\_ process.

- ▶ Child

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- ▶ Thread
- ▶ **Zombie**
- ▶ Fork

Bounded Buffer is a buffer of \_\_\_\_\_ size

- ▶ variable
- ▶ **fixed (Page 44)**

In \_\_\_\_\_ communication the process which wants to communicate with the other process must explicitly name the recipient and the sender.

- ▶ **Direct (Page 46)**
- ▶ Indirect
- ▶ Automatic
- ▶ Self

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

- ▶ 1
- ▶ 2
- ▶ 3
- ▶ **0 (Page 40) rep**

If the fork system call fails, it returns

- ▶ 1
- ▶ **-1 (Page 40)**
- ▶ 2
- ▶ 0

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

- ▶ 1
- ▶ 2
- ▶ **3 [click here for detail](#)**
- ▶ 4

1MB or 1 megabyte is equivalent to----

- ▶ 1024 bytes
- ▶ **1024<sup>2</sup> bytes [click here for detail](#)**
- ▶ 1024<sup>3</sup> bytes
- ▶ 1000000 bytes

-----has a hierarchical file system structure.

- ▶ DOS
- ▶ Windows
- ▶ **UNIX (Page 25)**
- ▶ None of the given options

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You can use the -----command in UNIX to create a directory.

- ▶ rmdir
- ▶ **mkdir** (Page 29)
- ▶ cp
- ▶ gcc

Files that start with a ----- in UNIX/Linux directory structure are known as hidden files .

- ▶ **.** (dot) (Page 28)
- ▶ # (hash)
- ▶ / (slash)
- ▶ ~ (tilt)

The creating process is called a----- process while the new processes are called the ----- of that process

- ▶ None of the given options
- ▶ Children, parent
- ▶ **Parent, children** (Page 38)
- ▶ Zombie, single

\_\_\_\_\_ buffer places no practical limit on the size of the buffer

- ▶ Bounded
- ▶ **Unbounded** (Page 44)
- ▶ Both Unbounded & bounded
- ▶ None of the given options

The \_\_\_\_\_ are used for communication between related or unrelated processes on the same system or unrelated processes on different systems.

- ▶ Pipes
- ▶ **BSD Sockets** (Page 53)
- ▶ Named pipe (FIFO)
- ▶ None of the given options

A \_\_\_\_\_ is an abstract key for accessing a file.

- ▶ **File descriptor** [click here for detail](#)
- ▶ Input Redirection
- ▶ Output Redirection
- ▶ FIFO

You can display all of the signals supported by your system, along with their numbers, by using the ----- command

- ▶ <Ctrl-A>
- ▶ fg
- ▶ jobs
- ▶ **kill -l** (Page 69)

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

▶ **Dispatch latency** (Page 82)

- ▶ Scheduling
- ▶ Context switching
- ▶ None of the given options

First-Come, First-Served (FCFS) is a -----scheduling algorithm.

- ▶ preemptive
- ▶ **non-preemptive** (Page 83)
- ▶ both preemptive and non- preemptive
- ▶ none of the given options

The Shortest-Job-First Scheduling algorithm can be

- ▶ Preemptive only
- ▶ non-preemptive only
- ▶ **preemptive or non-preemptive.** (Page 85)
- ▶ None of the given options

Preemptive -----scheduling is sometimes called shortest remaining-time-first scheduling.

- ▶ First-Come-First-Served (FCFS)
- ▶ Round-Robin
- ▶ **Sorted Job First (SJF)** (Page 85)
- ▶ Priority

The basic purpose of \_\_\_\_\_ is to help the users to utilize the hardware resources for completing different tasks in a simplified manner

- ▶ **Operating system** (Page 6)
- ▶ Application software
- ▶ All Software
- ▶ All of the given

OS helps manages the following except

- ▶ Application software
- ▶ **Bus speed of the system** [Click here for detail](#)
- ▶ Memory
- ▶ Virtual memory

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

- ▶ **wait** [click here for detail](#)
- ▶ fork
- ▶ exit
- ▶ exec

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n-process critical section problem can be solved by using

- ▶ **The bakery algorithm** (Page 105)
- ▶ Deterministic modeling
- ▶ Analytic evaluation
- ▶ None of above

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

- ▶ Critical analysis
- ▶ **Critical section** (Page 100)
- ▶ 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** (Page 88)
- ▶ None of these

DOS is single user operating system.

- ▶ **True (Page 7)**
- ▶ False

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

- ▶ **True (Page 100)**
- ▶ False

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

- ▶ 1
- ▶ 2
- ▶ **3** [Click here for detail](#)
- ▶ 4

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

- ▶ Deadlock
- ▶ Aging
- ▶ **Starvation** (Page 86)
- ▶ None of these

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

- ▶ Same
- ▶ **Different** (Page 71)

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

- ▶ Is
- ▶ Cs
- ▶ **Top (Page 67)**
- ▶ Cd

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

- ▶ **Kernel threads (Page 73)**
- ▶ 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 (Page 59)**
- ▶ Printer
- ▶ Scanner

POSIX is a standard developed by

- ▶ ANSI
- ▶ **IEEE ([click here for details](#))**
- ▶ ISO
- ▶ ACM

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

- ▶ **Little's Formula (Page 96)**
- ▶ Deterministic modeling
- ▶ Queuing Theory
- ▶ Queuing Analysis

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

- ▶ Starvation
- ▶ Deadlock
- ▶ **Aging (Page 87)**
- ▶ None of the these

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

- ▶ **nice (Page 94)**
- ▶ cmd
- ▶ Cat
- ▶ grep

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

- ▶ Interactive
- ▶ **Non-interactive** [click here for detail](#)
- ▶ Foreground
- ▶ Preemptive

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

- ▶ One or more threads
- ▶ Code
- ▶ Data
- ▶ **All of the given** [click here for detail](#)

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

- ▶ **True** (Page 27)
- ▶ False

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

- ▶ **Is** (Page 28)
- ▶ Cs
- ▶ Mv

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

- ▶ /bin
- ▶ /dev
- ▶ /boot
- ▶ **/etc** (Page 26)

User mode can run the Privileged instructions.

- ▶ **1** (Page 11)
- ▶ 0

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

- ▶ **Pipe** (Page 55)
- ▶ read
- ▶ write
- ▶ open

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

- ▶ 1
- ▶ 2
- ▶ 3
- ▶ **4** (Page 54)

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

- ▶ Turn around time
- ▶ **Throughput (Page 83)**
- ▶ Response time
- ▶ Dispatch latency

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 \_\_\_\_\_.

- ▶ on-preemptive Shortest Job First scheduling.
- ▶ **Preemptive Shortest Job First scheduling (Page 85)**
- ▶ FCFS
- ▶ RR Scheduling

/opt is used for storage of large applications.

- ▶ **True (Page 27)**
- ▶ False

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

- ▶ **/proc (Page 27)**
- ▶ /temp
- ▶ /ver
- ▶ /boot

The Home Directory for superuser in Linux and Unix is

- ▶ /home
- ▶ **/root (Page 27)**
- ▶ None of the given

Linux Treats Devices as Files.

- ▶ **True (Page 26)**
- ▶ False

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

- ▶ **True (Page 25)**
- ▶ False

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

- ▶ #
- ▶ \$
- ▶ &
- ▶ / **(Page 25)**

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

- ▶ **Mechanism (Page 24)**
- ▶ Policy
- ▶ Mechanism and Policy: ▶ None of the given

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

- ▶ **True (Page 24)**
- ▶ False

We can install and run multiple OS by using VMWare.

- ▶ **True [click here for detail](#)**
- ▶ False

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

- ▶ Layered
- ▶ **Micro Kernal (Page 22)**
- ▶ Virtual Machine
- ▶ None of The Given

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

- ▶ **True (Page 21)**
- ▶ False

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

- ▶ Software Layer
- ▶ **Hardware Layer (Page 21)**
- ▶ Lower Level Layer
- ▶ None of The Given

Operating System is the Manager of Hardware Resources.

- ▶ **True (Page 6)**
- ▶ 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 (Page 6)**
- ▶ 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 (Page 6)**
- ▶ False

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

- ▶ Mechanism
- ▶ **Policy** (Page 24)
- ▶ Mechanism and Policy
- ▶ None of the given

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

- ▶ **Top down** (Page 6)
- ▶ 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** (Page 6)
- ▶ False

Managing Secondary Storage Involves all of the Following except

- ▶ Allocating storage space
- ▶ Deallocating Storage
- ▶ **Prevent Overwriting** (Page 5)
- ▶ Insure integrity of shared data

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

- ▶ Regenstrate
- ▶ **Execute** (Page 5)
- ▶ Store
- ▶ Remove

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

- ▶ **True** (Page 4)
- ▶ False

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

- ▶ Hardware
- ▶ **Application** (Page 4)
- ▶ Operating System
- ▶ Users

Which of the Following is not an Operating System.

- ▶ Linux
- ▶ Unix
- ▶ Windows Xp
- ▶ **Datebase** (Page 7)

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Operating system enables the user to use the Hardware Resources.

- ▶ **True (Page 4)**
- ▶ False

Which of the following is NOT a Hardware Resource

- ▶ CPU
- ▶ **OS (Page 4)**
- ▶ I/O Devices
- ▶ Memory

Hardware provide basic computing resource.

- ▶ **True (Page 4)**
- ▶ False

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

- ▶ First Come First Serve
- ▶ Shortest Job First
- ▶ **Round Robin (Page 89)**
- ▶ None of these

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

- ▶ **Kernel (Page 93)**
- ▶ User

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

- ▶ True
- ▶ **False (Page 34)**

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

- ▶ Mouse
- ▶ **Keyboard (Page 55)**
- ▶ Light pen
- ▶ Joystick

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

- ▶ **Priority (Page 94)**
- ▶ Weight
- ▶ Time
- ▶ Scheduling

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

- ▶ **Small (Page 86)**
- ▶ Large

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