

# Professional Online Academy Vu Topper RM



**CS609-System Programming**  
**Update MCQ'S Final Term**  
**By Vu Topper RM**



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**Question No:1**

**(Marks:1)**

**Vu-Topper RM**

Fiber management occurs at \_\_\_\_\_ level.

- A. Kernel level**
- B. Hardware Level
- C. User space Level
- D. BIOS Level

**Question No:2**

**(Marks:1)**

**Vu-Topper RM**

Volatile stage is a \_\_\_\_\_ level facility.

- A. Compiler
- B. BIOS
- C. Programmer
- D. Hardware**

**Question No:3**

**(Marks:1)**

**Vu-Topper RM**

Mutexes, Semaphores, Events, and Critical Section are the four synchronization objects provided by \_\_\_\_\_.

- A. Windows**
- B. RAM
- C. Processor
- D. Software

**Question No:4**

**(Marks:1)**

**Vu-Topper RM**

The volatile qualifier does not guarantee that the modifications will be visible to \_\_\_\_\_ in a desired order.

- A. Hard disk
- B. User
- C. RAM
- D. Processors**

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**Question No:5**

**(Marks:1)**

**Vu-Topper RM**

In the work crew model, how do the workers handle tasks?

- A. They divide the work themselves without boss direction.**
- B. The boss assigns work to each worker.
- C. They perform individual tasks sequentially.
- D. Workers report results to the boss.

**Question No:6**

**(Marks:1)**

**Vu-Topper RM**

: \_\_\_\_\_ variables should not be accessible globally.

- A. Long
- B. Integer
- C. String
- D. Locally required**

**Question No:7**

**(Marks:1)**

**Vu-Topper RM**

Once all the threads are created, they can be run using \_\_\_\_\_.

- A. ReadyThread
- B. StartThread**
- C. RunThread
- D. ResumeThread

**Question No:8**

**(Marks:1)**

**Vu-Topper RM**

Default stack size for thread is \_\_\_\_\_.

- A. 1 Byte
- B. 1 Bit
- C. 1 KB
- D. 1 MB**

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**Question No:9**

**(Marks:1)**

**Vu-Topper RM**

Thread should not change the \_\_\_\_\_ environment.

- A. Hard disk
- B. RAM
- C. Integer
- D. Process**

**Question No:10**

**(Marks:1)**

**Vu-Topper RM**

Why a file does is mapped before accessing it?

- A. To make it secure
- B. To reuse it any time
- C. To access it in the form of memory**
- D. To access it in the form of LinkedList

**Question No:11**

**(Marks:1)**

**Vu-Topper RM**

What is the requirement for a source handle to be used with DuplicateHandle() successfully?

- A. It should not exist in the source process.
- B. It should be a pseudohandle.
- C. It should be created by the target process.
- D. It should have PROCESS DUP HANDLE access.**

**Question No:12**

**(Marks:1)**

**Vu-Topper RM**

When we create a file mapped object for sorting 1000 numbers in a file then file records will be saved&nbsp;in a/an\_\_\_\_\_.

- A. Heap
- B. Queue
- C. Stack
- D. Array**

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**Question No:13**

**(Marks:1)**

**Vu-Topper RM**

The \_\_\_\_\_ functions are used for synchronizations.

- A. Wait**
- B. Go
- C. Exit
- D. Run

**Question No:14**

**(Marks:1)**

**Vu-Topper RM**

FILETIME parameter of GetThreadTime() function is a \_\_\_\_\_ bit value.

- A. 32
- B. 8
- C. 16
- D. 64**

**Question No:15**

**(Marks:1)**

**Vu-Topper RM**

In Listing Background Jobs the job management function used for the purpose is DisplayJobs(). The function \_\_\_\_\_ the file.

- A. Start
- B. Process
- C. Opens**
- D. Run

**Question No:16**

**(Marks:1)**

**Vu-Topper RM**

What is the main advantage of using DLLs over monolithic, single-image programs?

- A. Easier management of program updates
- B. Improved error reporting
- C. Smaller program size**
- D. Faster program execution

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**Question No:17**

**(Marks:1)**

**Vu-Topper RM**

The process Execution times uses the API GetCommandLine() to get the command line as a single \_\_\_\_\_.

- A. Float
- B. Bool
- C. Variable
- D. String**

**Question No:18**

**(Marks:1)**

**Vu-Topper RM**

Which Windows threading functions are used for creating and exiting threads, respectively, in the absence of C Library threading functions?

- A. LIBCMT() and TerminateThread()
- B. \_beginthreadex() and \_endthreadex()
- C. WindowsThread() and CreateThreadSafe()
- D. CreateThread() and ExitThread()**

**Question No:19**

**(Marks:1)**

**Vu-Topper RM**

In case of \_\_\_\_\_ linking the DLL attaches at the time of process start and detaches when process ends.

- A. Explicit
- B. Implicit**
- C. None of the given
- D. Dynamic

**Question No:20**

**(Marks:1)**

**Vu-Topper RM**

In comparison of DLL, executable library files are linked at \_\_\_\_\_ time.

- A. Link
- B. Run
- C. Compile**
- D. Load

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**Question No:21**

**(Marks:1)**

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The stub of actual code file function call is converted to \_\_\_\_\_ after build process.

- A. .LIB file
- B. .DLL file
- C. .LNK file**
- D. .COM file

**Question No:22**

**(Marks:1)**

**Vu-Topper RM**

The wait() function is limited to \_\_\_\_\_ handles.

- A. 64**
- B. 8
- C. 32
- D. 16

**Question No:23**

**(Marks:1)**

**Vu-Topper RM**

Windows treats threads as

- A. Threads
- B. Processes
- C. Objects**
- D. Classes

**Question No:24**

**(Marks:1)**

**Vu-Topper RM**

A file mapping handle returns \_\_\_\_\_ on failure.

- A. NULL**
- B. UNDEFINED
- C. FALSE
- D. TRUE

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**Question No:25**

**(Marks:1)**

**Vu-Topper RM**

Parent process usually creates a \_\_\_\_\_ handle if parent and child process may require \_\_\_\_\_ access rights.

- A. Duplicate, same**
- B. New, different
- C. New, Same
- D. Duplicate, different

**Question No:26**

**(Marks:1)**

**Vu-Topper RM**

Which structure contains the child process handle and id, as well as the primary thread handle and id?

- A. SYSTEM\_INFO
- B. PROCESS\_INFO
- C. THREAD\_INFO
- D. PROCESS\_INFORMATION**

**Question No:27**

**(Marks:1)**

**Vu-Topper RM**

If the system is a \_\_\_\_\_ then windows scheduler can run process threads on separate processors.

- A. Bio processor
- B. Multiprocessor**
- C. Linear processor
- D. Uni processor

**Question No:28**

**(Marks:1)**

**Vu-Topper RM**

In Environment Block, GetEnvironmentVariable() function returns \_\_\_\_\_ in case of failure.

- A. NULL**
- B. -1
- C. UNDEFINED
- D. 0

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**Question No:29**

**(Marks:1)**

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How can you handle waiting for more than 64 objects when using WaitForMultipleObjects()?

- A. Increase the limit to 128 objects.
- B. Use a different waiting function.
- C. You cannot wait for more than 64 objects.
- D. Create multiple arrays of 64 objects and make multiple calls to WaitForMultipleObjects().**

**Question No:30**

**(Marks:1)**

**Vu-Topper RM**

It's not a good idea to use \_\_\_\_\_ within the program as it will not give it chance to release resources.

- A. ExitProcess()
- B. TerminateProcess()**
- C. FinishProcess()
- D. CreateProcess()

**Question No:31**

**(Marks:1)**

**Vu-Topper RM**

Once the DLL is loaded, the programmer needs to obtain \_\_\_\_\_ into the DLL for an entry point.

- A. Bus address
- B. Procedure address**
- C. Dynamic address
- D. Physical address

**Question No:32**

**(Marks:1)**

**Vu-Topper RM**

What function is used to set control limits on the processes in a job object?

- A. CreateProcess()
- B. CloseHandle()

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- C. AssignProcessToJobObject()  
**D. SetInformationJobObject()**

**Question No:33** (Marks:1) **Vu-Topper RM**  
CreateThread() API has \_\_\_\_\_ parameters.  
A. 8  
**B. 6**  
C. 4  
D. 2

**Question No:34** (Marks:1) **Vu-Topper RM**  
The single object for which the process waits is activated by\_\_\_\_\_.  
**A. hHandle**  
B. bWaitAll  
C. lpHandle  
D. nCount

**Question No:35** (Marks:1) **Vu-Topper RM**  
An Environment Block is associated with \_\_\_\_\_ process.  
A. Some  
B. One  
**C. Each**  
D. No

**Question No:36** (Marks:1) **Vu-Topper RM**  
Which of the following function can be used to map the process with thread?  
A. DWORD SuspendThread (HANDLE hThread)

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- B. GetThreadIOPendingFlag()
- C. DWORD ResumeThread (HANDLE hThread)
- D. GetProcessIdOfThread()**

**Question No:37** (Marks:1)  
lpApplicationName \_\_\_\_\_ be NULL.

**Vu-Topper RM**

- A. May**
- B. Should not
- C. May not
- D. Should

**Question No:38** (Marks:1)

**Vu-Topper RM**

How does Thread Local Storage (TLS) contribute to thread safety?

- A. By allocating a single TLS index for all threads.
- B. By enabling shared data modification.
- C. By preventing threads from modifying each other's data.**
- D. By allowing all threads to access each other's TLS arrays.

**Question No:39** (Marks:1)

**Vu-Topper RM**

In the get a Job Number the function looks into the file for a vacant place. If no place is available, it appends a new record at the \_\_\_\_\_ of the file.

- A. Middle
- B. Start
- C. Next
- D. End**

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**Question No:40**

**(Marks:1)**

**Vu-Topper RM**

LoadLibrary() and LoadLibraryEx() should never be called from \_\_\_\_\_ as it will create more DLL entry points.

- A. DllMainFunc()
- B. ThreadLibraryCalls()
- C. DisableThreadLibraryCalls()
- D. DllMain()**

**Question No:41**

**(Marks:1)**

**Vu-Topper RM**

Which of following thread will run first?

- A. Thread with THREAD\_PRIORITY\_IDLE
- B. Thread with THREAD\_PRIORITY\_ABOVE\_NORMAL**
- C. Thread with THREAD\_PRIORITY\_BELOW\_NORMAL
- D. Thread with THREAD\_PRIORITY\_NORMAL

**Question No:42**

**(Marks:1)**

**Vu-Topper RM**

Total number of files inputted, can be get with \_\_\_\_\_

- A. argc-1
- B. argc-2
- C. argc-3
- D. argc**

**Question No:43**

**(Marks:1)**

**Vu-Topper RM**

The scheduler will run the \_\_\_\_\_ priority \_\_\_\_\_ thread when a processor becomes available.

- A. Lowest, running
- B. Highest, running
- C. Lowest, ready
- D. Highest, ready**

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**Question No:44**

**(Marks:1)**

**Vu-Topper RM**

In the form of failure, TlsAlloc function returns \_\_\_\_\_

- A. BOOL
- B. DWORD**
- C. -1
- D. 0

**Question No:45**

**(Marks:1)**

**Vu-Topper RM**

The result of concurrent processing and normal processing \_\_\_\_\_.

- A. Is always same
- B. May differ in some cases**
- C. Yield same output
- D. Is always different

**Question No:46**

**(Marks:1)**

**Vu-Topper RM**

Make a variable \_\_\_\_\_ if you know it includes thread-specific information.

- A. random
- B. global
- C. local**
- D. static

**Question No:47**

**(Marks:1)**

**Vu-Topper RM**

A \_\_\_\_\_ value will cause a thread to move from the running state to the ready state.

- A. 1
- B. INFINITE
- C. 0
- D. Negative**

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**Question No:48**

**(Marks:1)**

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A thread can be enabled fiber operation by \_\_\_\_\_.

- A. GetCurrentFiber()
- B. SwitchToFiber()
- C. CreateFiber()

**D. ConvertThreadToFiberEx()**

**Question No:49**

**(Marks:1)**

**Vu-Topper RM**

A new fiber can be created using \_\_\_\_\_.

- A. ConvertThreadToFiberEx()
- B. ConvertThreadToFiber()
- C. GetFiber()

**D. CreateFiber()**

**Question No:50**

**(Marks:1)**

**Vu-Topper RM**

Interlocked functions are \_\_\_\_\_ to use.

- A. simpler, faster, but hard
- B. simpler, faster, and easy**
- C. simpler, easy, but slow
- D. not simpler, but faster and easy

**Question No:51**

**(Marks:1)**

**Vu-Topper RM**

A critical section problem is one in which \_\_\_\_\_ is used by \_\_\_\_\_ processes or threads.

- A. Resource, 1
- B. Many resources, 1
- C. Resource, Many**
- D. Many resources, Many

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**Question No:52**

**(Marks:1)**

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Which of the following is an optimal situation?

- A. Every worker work with multiple processor on multiple processor
- B. Every worker work as a separate thread on a separate processor**
- C. Every worker work as a separate thread on a single processor
- D. Every worker work with multiple processor on single processor

**Question No:53**

**(Marks:1)**

**Vu-Topper RM**

Default stack size for thread is \_\_\_\_\_.

- A. 1 Bit
- B. 1 KB
- C. 1 MB**
- D. 1 By

**Question No:54**

**(Marks:1)**

**Vu-Topper RM**

In the form of failure, TlsAlloc function returns \_\_\_\_\_

- A. -1**
- B. DWORD
- C. BOOL
- D. 0

**Question No:55**

**(Marks:1)**

**Vu-Topper RM**

Using the critical section construct is \_\_\_\_\_ and intuitive.

- A. Short
- B. Long
- C. Easy**
- D. difficult

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**Question No:56**

**(Marks:1)**

**Vu-Topper RM**

CRITICAL\_SECTION Objects do not have \_\_\_\_\_.

- A. variables
- B. process
- C. handles**
- D. loops

**Question No:57**

**(Marks:1)**

**Vu-Topper RM**

Once all the threads are created, they can be run using \_\_\_\_\_.

- A. RunThread
- B. ReadyThread
- C. StartThread
- D. ResumeThread**

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