Online Examinations (Even Sem/Part-I/Part-II Examinations 2020 - 2021

Course Name - - Operating System Course Code - DCSE403

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| |
| Answer all the questions. Each question carry one mark. |
| . 1. To access the services of operating system, the interface is provided by the |
| Mark only one oval. |
| API |
| Assembly instructions |
| System calls |
| Library |

| 10. | 2. What is the main function of the command interpreter? |
|-----|---|
| | Mark only one oval. |
| | To provide the interface between the API and application program To handle the files in operating system To get and execute the next user- specified command None of these |
| 11. | 3. If a process fails, most operating system write the error information to a |
| | Mark only one oval. |
| | New file Another running process Log file None of these |
| 12. | 4. Example of open source operating system is Mark only one oval. |
| | UNIX WINDOWS LINUX Both a and b |
| | |

| 13. | 5. Multiprocessing system gives a |
|-----|---|
| | Mark only one oval. |
| | Small system |
| | loosely coupled system |
| | Tightly coupled system |
| | Macro Sysem |
| | |
| | |
| 14. | 6. What is the function of FORK() in Kernel |
| | Mark only one oval. |
| | To create processor |
| | To create deadlock |
| | What is the function of FORK() in Kernel |
| | To create TLB |
| | |
| | |
| 15. | 7. Running multiple programs at the same time is called |
| | Mark only one oval. |
| | Foreground tasking |
| | Single tasking |
| | Multitasking |
| | Symmetric tasking |
| | |

| 16. | 8. Process is |
|-----|---|
| | Mark only one oval. |
| | Process control Block |
| | Application software |
| | Program in Execution |
| | None of these |
| | |
| 17. | 9. Program resides into |
| | Mark only one oval. |
| | Main memory |
| | Secondary Memory |
| | Both Main and secondary memory |
| | None of these |
| | |
| 18. | 10. Find the true from the followings |
| | Mark only one oval. |
| | Kernel is the program that constitutes the central core of the operating system |
| | Kernel is the first part of operating system to load into memory during booting |
| | Kernel remains in the memory during the entire computer session |
| | Kernel is made of various modules which can not be loaded in running operating system |

| 19. | 11. Unix OS was developed by |
|-----|--|
| | Mark only one oval. |
| | Bell Labs |
| | NASA |
| | Verizon Systems |
| | Caspersky Labs |
| | |
| 20. | 12. When a peripheral device needs immediate attention from the OS, it creates |
| | Mark only one oval. |
| | Stack |
| | Spool |
| | Interrupt |
| | Page file |
| | |
| | |
| 21. | 13. In Unix, Which system call creates a new process? |
| | Mark only one oval. |
| | new() |
| | create() |
| | fork() |
| | None of these |
| | |

| ZZ . | 14. A process stack does not contain |
|-------------|---|
| | Mark only one oval. |
| | Function parameters Local variables Return addresses PID of child process |
| 23. | 15. In a time-sharing operating system, when the time slot given to a process is completed, the process goes from the running state to the |
| | Mark only one oval. |
| | Blocked state Suspended state Ready state Terminated state |
| 24. | 16. What is a medium-term scheduler? Mark only one oval. It selects which process has to be brought into the ready queue It selects which process has to be executed next and allocates CPU It selects which process to remove from memory by swapping None of these |
| | |

| 25. | 17. An SJF algorithm is simply a priority algorithm where the priority is |
|-----|---|
| | Mark only one oval. |
| | The predicted next CPU burst None of these The inverse of the predicted next CPU burst The current CPU burst |
| 26. | 18. Preemptive Shortest Job First scheduling is sometimes called _ Mark only one oval. Fast SJF scheduling EDF scheduling - Earliest Deadline First SRTN scheduling - Shortest Remaining Time Next HRRN scheduling - Highest Response Ratio Next |
| 27. | 19. Process synchronization can be done on Mark only one oval. Hardware level Software level Both hardware and software level None of these |
| | |

| 28. | 20. Semaphore is a/an to solve the critical section problem |
|-----|---|
| | Mark only one oval. |
| | Hardware for a system |
| | Software for a system |
| | Integer variable |
| | None of these |
| | |
| 20 | 21 What are the two stores are retioned a gradient and a gradient and a gradual are a gradual a |
| 29. | 21. What are the two atomic operations permissible on semaphores? |
| | Mark only one oval. |
| | Hold, Signal |
| | Ready, Wait |
| | Wait, Signal |
| | None of these |
| | |
| | |
| 30. | 22. The code that changes the value of the semaphore is |
| | Mark only one oval. |
| | Remainder section code |
| | Non – critical section code |
| | Critical section code |
| | None of these |
| | |

| 31. | 23. Semaphore is defined as |
|-----|--|
| | Mark only one oval. |
| | Is a binary mutex |
| | Must be accessed from only one process |
| | Can be accessed from multiple process |
| | None of these |
| | |
| 32. | 24. Semaphores are two types, they are |
| | Mark only one oval. |
| | Rapid, Counting |
| | Binary, Random |
| | Binary, Counting |
| | None of these |
| | |
| 33. | 25. A system is in the safe state if |
| | Mark only one oval. |
| | The system can allocate resources to each process in some order and still avoid a deadlock |
| | It can be terminated properly |
| | There exist a safe sequence |
| | All of these |
| | |

| 34. | 26. A Process Control Block(PCB) does not contain |
|-----|---|
| | Mark only one oval. |
| | Code Stack |
| | Bootstrap program |
| | None of these |
| 0.5 | |
| 35. | 27. The number of processes completed per unit time is known as |
| | Mark only one oval. |
| | Output |
| | Efficiency |
| | Throughput |
| | Capacity |
| | |
| 36. | 28. Process Control Block is a |
| | Mark only one oval. |
| | Process type variable |
| | A secondary storage section |
| | Data Structure |
| | A block in memory |
| | |

| 37. | 29. What is the degree of multiprogramming? |
|-----|--|
| | Mark only one oval. |
| | The number of processes executed per unit time |
| | The number of processes in the ready queue |
| | The number of processes in the I/O queue |
| | The number of processes in memory |
| | |
| 38. | 30. A single thread of control allows the process to perform |
| | Mark only one oval. |
| | Multiple tasks at a time |
| | Only two tasks at a time |
| | Only one task at a time |
| | All of the mentioned |
| | |
| | |
| 39. | 31. When the process issues an I/O request |
| | Mark only one oval. |
| | It is placed in a waiting queue |
| | It is placed in the ready queue |
| | It is placed in an I/O queue |
| | It is placed in the Job queue |
| | |

| 40. | 32. What will happen when a process terminates? |
|-----|---|
| | Mark only one oval. |
| | It is removed from all, but the job queue |
| | Its process control block is de- allocated |
| | It is removed from all queues |
| | Its process control block is never de-allocated |
| | |
| 41. | 33. The context of a process in the PCB of a process does not contain |
| | Mark only one oval. |
| | the value of the CPU registers |
| | memory-management information |
| | context switch time |
| | the process state |
| | |
| | |
| 42. | 34. Which of the following need not necessarily be saved on a context switch between processes? |
| | Mark only one oval. |
| | General purpose registers |
| | Program counter |
| | Translation lookaside buffer |
| | All of these |
| | |

| 43. | 35. Which process can be affected by other processes executing in the system? |
|-----|---|
| | Mark only one oval. |
| | Child process |
| | Parent process |
| | Co-operating process |
| | init process |
| | |
| 44. | 36. Which one of the following is a synchronization tool? |
| | Mark only one oval. |
| | Thread |
| | Pipe |
| | Semaphore |
| | None of these |
| | |
| | |
| 45. | 37. Which algorithm is defined in Time quantum? |
| | Mark only one oval. |
| | Shortest job scheduling algorithm |
| | Priority scheduling algorithm |
| | Round robin scheduling algorithm |
| | Multilevel queue scheduling algorithm |
| | |

| 40. | 38. The request and release of resources are |
|-----|--|
| | Mark only one oval. |
| | Special programs |
| | Command-line statements |
| | System calls |
| | None of these |
| | |
| 47. | 39. For mutual exclusion to prevail in the system |
| | Mark only one oval. |
| | The processor must be a uniprocessor rather than a multiprocessor |
| | There must be at least one resource in a sharable mode |
| | At least one resource must be held in a non sharable mode |
| | None of these |
| | |
| 48. | 40. Deadlock prevention is a set of methods |
| | Mark only one oval. |
| | To ensure that all of the necessary conditions do not hold |
| | To decide if the requested resources for a process have to be given or not |
| | To ensure that at least one of the necessary conditions cannot hold |
| | To recover from a deadlock |
| | |

| 49. | 41. The disadvantage of a process being allocated all its resources before beginning its execution is |
|-----|---|
| | Mark only one oval. |
| | Low CPU utilization |
| | Very high resource utilization |
| | Low resource utilization |
| | None of these |
| | |
| 50. | 42. Which module gives control of the CPU to the process selected by the short- |
| | term scheduler? |
| | Mark only one oval. |
| | Scheduler |
| | Interrupt |
| | Dispatcher |
| | None of these |
| | |
| 51. | 43. Which one of the following can not be scheduled by the kernel? |
| | Mark only one oval. |
| | Kernel level thread |
| | Process |
| | User level thread |
| | None of these |
| | |

| 52. | 44. Messages sent by a process |
|-----|---|
| | Mark only one oval. |
| | Have to be of a fixed size |
| | Have to be a variable size |
| | Can be fixed or variable sized |
| | None of these |
| | |
| | |
| 53. | 45. In the Zero capacity queue |
| | Mark only one oval. |
| | The queue can store at least one message |
| | The sender keeps sending and the messages don't wait in the queue |
| | The sender blocks until the receiver receives the message |
| | None of these |
| | |
| | |
| 54. | 46. The Zero Capacity queue |
| | Mark only one oval. |
| | Is referred to as a message system with buffering |
| | Is referred to as a link |
| | Is referred to as a message system with no buffering |
| | None of these |
| | |

| 55. | 47. Which is the most optimal scheduling algorithm? |
|-----|---|
| | Mark only one oval. |
| | FCFS – First come First served SJF – Shortest Job First RR – Round Robin None of these |
| 56. | 48. The FCFS algorithm is particularly troublesome for |
| | Mark only one oval. |
| | Multiprocessor systems |
| | Multiprogramming systems |
| | Time sharing systems |
| | Operating systems |
| 57. | 49. What is 'Aging'? |
| | Mark only one oval. |
| | Keeping track of how many times a given page is referenced Keeping track of cache contents Increasing the priority of jobs to ensure termination in a finite time Keeping track of what pages are currently residing in memory |
| | Neeping track or what pages are currently residing in memory |

| 58. | 50. The time taken for the desired sector to rotate to the disk head is called | |
|-----|---|--|
| | Mark only one oval. | |
| | Positioning time | |
| | Random access time | |
| | Rotational latency | |
| | Seek time | |
| 59. | 51. What is the disk bandwidth? | |
| | Mark only one oval. | |
| | The total number of bytes transferred | |
| | Total time between the first request for service and the completion of the last transfer | |
| | The total number of bytes transferred divided by the total time between the first request for service and the completion on the last transfer | |
| | None of these | |
| 60. | 52. In the algorithm, the disk head moves from one end to the other, servicing requests along the way. When the head reaches the other end, it immediately returns to the beginning of the disk without servicing any requests or | |
| | the return trip. | |
| | Mark only one oval. | |
| | LOOK | |
| | C-LOOK | |
| | C-SCAN | |
| | SCAN | |

| 61. | 53. Which one of the following is the address generated by CPU? |
|-----|---|
| | Mark only one oval. |
| | Physical address |
| | Absolute address |
| | Logical address |
| | None of these |
| | |
| 62. | 54. The page table contains |
| | Mark only one oval. |
| | Page offset |
| | Page size |
| | Base address of each page in physical memory |
| | None of these |
| | |
| 63. | 55. What is compaction? |
| 03. | 33. What is compaction: |
| | Mark only one oval. |
| | A paging technique |
| | A technique for overcoming internal fragmentation |
| | A technique for overcoming external fragmentation |
| | A technique for overcoming fatal error |
| | |

| 64. | 56. When memory is divided into several fixed sized partitions, each partition materials. |
|-----|---|
| | Mark only one oval. |
| | Multiple processes at once |
| | At least one process |
| | Exactly one process |
| | None of these |
| 65. | 57. The first fit, best fit and worst fit are strategies to select a |
| | Mark only one oval. |
| | Process from a queue to put in memory |
| | Processor to run the next process |
| | Free hole from a set of available holes |
| | All of these |
| 66. | 58. A solution to the problem of external fragmentation is |
| | Mark only one oval. |
| | Smaller memory space |
| | Larger memory space |
| | Compaction |
| | None of these |
| | |

| 67. | 59. If a page number is not found in the TLB, then it is known as a |
|-----|---|
| | Mark only one oval. |
| | TLB miss |
| | Buffer miss |
| | TLB hit |
| | None of these |
| | |
| | |
| 68. | 60. Each entry in a translation lookaside buffer (TLB) consists of |
| | Mark only one oval. |
| | Key |
| | Bit value |
| | Value |
| | None of these |
| | |
| | |
| | |

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