练习2（第3、4章）

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#1 Points possible: 2

1. A computer has only one CPU, however with multiprogramming operating system. At a snapshot, it is running in user mode and has 5 user processes loaded. Therefore, at most ___ user processes that are in ready status

- ○ 0
- ○ 1
- ● 4
- ○ 5

#2 Points possible: 2

2. A message-passing system is ____ .

- ○ A kind of direct communication
- ○ A kind of low-level communication
- ● A kind of inter-process communication
- ○ A kind of symmetrical communication

#3 Points possible: 2

3. A process will change its state from running to ready state when ___ .

- ○ it has been selected for execution by scheduler
- ● its time slice is finished
- ○ it waits for some event
- ○ the event it has been waiting for has occurred

#4 Points possible: 2

4. A running process may be switched to release CPU, when one of following events occurs EXCEPT:

◉ The process calls a subroutine

○ The process issues an I/O request

○ The process creates a sub-process and waits for its termination

○ An interrupt occurred

#5 Points possible: 2

5. An operating system manages processes by ___ .

○ file control block

◉ process control block

○ process priority

○ process text section

#6 Points possible: 2

6. For many-to-one model, if one thread within a single process is blocking, then _____.

○ The rest threads of this process can still keep running

◉ The whole process will be blocked

○ The blocking thread will be cancelled

○ The blocking thread will be always blocked

#7 Points possible: 2

7. In following descriptions of process, _____ is not proper.

◉ A process is a program

○ A process includes code, data, stack, and PCB

○ A kernel-level thread is like a lightweight process

○ A process is the basic unit in allocating resources

#8 Points possible: 2

8. Threads belonging to the same process share the ___ .

○ stack

◉ data section

○ register set

○ thread ID

#9 Points possible: 2

9. When a process is waken up, it means that _____ .

○ its priority is becoming the highest

◉ its state is changed into ready state

○ the process is provided with CPU again

○ its PCB is moved to the head of ready queue

#10 Points possible: 2

10.Which of following process state changing is impossible to occur?

○ Ready →Running

○ Running→Ready

○ Running→Waiting

◉ Waiting→Running

#11 Points possible: 3

Which of the following statement about processes is incorrect?

○ A process is dynamic

○ A process has a lifetime

◉ A process is a set of instructions

○ Multiple processes may execute concurrently

#12 Points possible: 3

Which of the following item should not be in the PCB (Process Control Block)?

○ process state

○ CPU-scheduling information

○ memory-management information

◉ code section

#13 Points possible: 3

Which of following descriptions about process is incorrect? A. B. C. D.

○ process is a dynamic concept

○ process has life-cycle

◉ process is a set of instructions and stacks

○ processes can run concurrently

#14 Points possible: 3

The main difference between a process and a program is that _____.

○ a program has its state while a process has not

○ a program can own resources while a process cannot

◉ a process has its state while a program has not

○ a process can own resources while a program cannot

#15 Points possible: 3

When_____,the process may change from waiting state to ready state.

- ○ the time slice is
- ⊙ the I/O completes
- ○ interruption happens
- ○ none of the above

#16 Points possible: 2

11.下列哪种方法不能实现进程之间的通信？

- ○ 共享文件
- ○ 数据库
- ⊙ 全局变量
- ○ 共享内存

#17 Points possible: 2

12. 下面哪一种情况不会引起进程之间的切换？

- ⊙ 进程调用本程序中定义的sinx函数进行数学计算
- ○ 进程处理I/O请求
- ○ 进程创建了子进程并等待子进程结束
- ○ 产生中断

#18 Points possible: 2

一个进程可以包含多个线程，各线程_____ 。

- ⊙ 共享进程的虚拟地址空间
- ○ 必须串行工作
- ○ 是资源分配的独立单位
- ○ 共享堆栈

#19 Points possible: 2

一个由于等待键盘输入而不能运行的进程处于_____ 。

- ⚪ 就绪状态
- ⚪ 运行状态
- ⦿ 等待状态
- ⚪ 终止状态

#20 Points possible: 2

以下描述中，_____并不是多线程系统的特长。

- ⚪ 利用线程并行地执行矩阵乘法运算
- ⚪ web服务器利用线程请求http服务
- ⦿ 键盘驱动程序为每一个正在运行的应用配备一个线程，用来响应相应的键盘输入
- ⚪ 基于GUI的应用程序用不同线程处理用户的输入、计算、输出等操作