### #1 Points possible: 3

In the producer-consumer problem, the order of wait operations cannot be reversed, while the order of signal operations can be reversed.

- TURE
- FALSE

### #2 Points possible: 3

As to semaphores, we can think an execution of signal operation as applying for a resource.

- TURE
- FALSE

#### #3 Points possible: 3

Binary semaphores are those that are used by no more than two threads.

- TURE
- FALSE

#### #4 Points possible: 3

An atomic operation is a machine instruction or a sequence of instructions that must be executed to completion without interruption

- TURE
- FALSE

#5 Points possible: 3 While a process is blocked on a semaphore's queue, it is engaged busy waiting.	
• FA	LSE
#6 Points po	ssible: 3
	tion can be enforced with a general semaphore whose is greater than 1.
O TU	RE
• FA	LSE
#7 Points po	ssible: 3
In order to	producers and 6 consumers share a buffer with size of 8. use the buffer properly, the semaphore mutex of critical he buffer is initialized to
<b>•</b> 1	
<b>0</b> 6	
08	
<b>9</b>	
#8 Points po	ssible: 3
are permitt	processes share mutual exclusive sections. If 3 processes ed to enter the mutual exclusive sections at the same time, maphore of mutual exclusion sections should be initialized
<b>0</b>	
01	
• 3	
<b>5</b>	

#9 Points possible: 3		
Which of the following Critical Section problem solutions results in busy-waiting?		
<ul><li>Monitor</li></ul>		
Special machine instruction		
<ul><li>Semaphore</li><li>critical region</li></ul>		
		#10 Points possible: 3
Suppose that a process is executing "counter=counter+1" while another process is executing concurrently and independently "counter=counter-1", where the counter is a variable shared between the two processes. Given that the value of counter is five before execution, the possible value(s) after both processes finish their statement are .		
<ul><li>Four</li></ul>		
○ Five		
Six		
• All of above		
#11 Points possible: 3		
The mutual exclusion semaphore of two concurrent processes has the value 0 (zero) at this moment. It indicates that		
ono process has entered the critical-section		
a process has entered the critical-section, and no process is being blocked		
<ul> <li>a process has entered the critical-section, another process is waiting to enter the critical-section</li> </ul>		
<ul> <li>two processes have entered the critical-section</li> </ul>		

### #12 Points possible: 3

The initial value of semaphore S is 2. if the value is -3 at present, how many processes are blocked on this semaphore.

- 01
- 02
- 3
- **4**

### #13 Points possible: 3

Three processes are synchronizing on a shared code segment which is protected by a semaphore. If at most two processes are allowed to enter the code segment simultaneously, which of the following results shows the possible values that the semaphore may have?

- 2, 1, 0, -1
- 3, 2, 1, 0
- 0 2, 1, 0, -1, -2
- 0 1, 0, -1, -2

```
#14 Points possible: 3
有两个进程P1和P2描述如下:
```

```
"月内" | 近往「TUTZJ田近XII |
```

int counter = 6;

shared data:

P1:

Computing;

counter=counter+1;

P2:

Printing;

counter=counter-2;

两个进程并发执行,运行完成后,counter的值不可能为。				
<ul><li>4</li><li>5</li><li>6</li></ul>				
			O 7	
			#15 Points possible: 3	_
是可以用来解决临界区(Critical Section)问题				
○ 银行家算法				
<ul><li>● 测试与设置(Test-and-Set)指令</li><li>○ 时间片轮转算法</li></ul>				
		○LRU算法		
#16 Points possible: 3 设有4个进程共享一程序段,而每次最多允许 2 个进程进入该程序段,	_ 贝			
信号量的初值是				
O 4				
2				
O 1				
O 0				
#17 Points possible: 3	_			
下列哪一个问题只包含进程互斥问题?				
○田径场上的接力比赛				
◉ 两个进程都要使用打印机				
○ 一个生产者和一个消费者通过一个缓冲区传递产品				
○ 公共汽车上司机和售票员的协作				

# #18 Points possible: 3

有一个计数信号量S,若干个进程对S进行了28次P操作和18次V操作后,信号量S的值为0,然后又对信号量S进行了3次V操作。请问此时有多少个进程等待在信号量S的队列中?

- 0
- $\bigcirc$  2
- **3**
- 07

## #19 Points possible: 3

假设一个正在运行的进程对信号量S进行了P(WAIT)操作后,信号量S的值变为-1,此时该进程将\_\_\_\_\_。

- ◉ 转为等待状态
- ○转为就绪状态
- 继续运行
- 终止