- 1. Indicate whether each series of state transitions for a process is valid or invalid. Justify your answer if its invalid. (6 points)
 - a. new → ready → blocked → ready
 - b. running → blocked → ready → blocked
 - c. new → ready → running → ready
- 2. From the list, indicate which PCB fields will not change during a **process's lifetime**. Why? (2 points)

Child, Parent, CPU_state and Process_state

From the list, indicate which PCB fields may change while a process is in the running state. Why?
 (2 points)

Child, Parent, CPU_state and Process_state

- 4. Learn the **top** command to display the resource utilization statistics of processes
 - . Open a terminal and type the **top** command.
 - . Start a browser and see the effect on the top display.
 - . Press Ctrl-Z to stop.
 - 4.1 Observe and Write what did you notice and what are some parameters you see there? (5 points)
 - 4.2 Write the C program- program2 given below using while (1) loop, let the top command run in the old terminal and now compile the program in in a new terminal and observe the parameters of top command, observe which process is taking more CPU? Which process has got maximum memory share? Write your observations and justify. Press Ctrl -Z to stop any running program. Include screenshots of terminal for full points (10 points)
 - 4.3 Write a CPU bound C program (Program 1) and an I/O bound C program (program2 using more printf statements within while (1) loop), compile and execute both using two different terminals. Compare the effect of their CPU share using the top display in a third terminal and write your observation and justify.

Press Ctrl -Z to stop any running program. Include screenshots of terminal for full points (10 points)

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Program 1

Program 2

```
#include <stdio.h>
#include <sys/time.h>

int main(int argc, char *argv[])
{
    unsigned int i;
    int count = 0;
    struct timeval tv;
    while(1)
    {
        for(i = 0; i < 10; i++)
        {
            gettimeofday(&tv, NULL);
            printf("%lu sec, %lu usec\n", tv.tv_sec, tv.tv_usec);
        }
        count++;
        printf("round %d complete\n", count);
        }
}</pre>
```