

Question 1

_____ is a program that manages a computer's hardware. It also provides a basis for application programs and acts as an intermediary between the computer user and the computer hardware.

- a. Operating system
- b. Microsoft office
- c. Photoshop
- d. CPU

Question 2

_____ systems provide an environment in which the various system resources (for example, CPU, memory, and peripheral devices) are utilized effectively, but they do not provide for user interaction with the computer system.

- a. Multiprogrammed
- b. Time sharing
- c. Single-user
- d. Multi-user

Question 3

_____ operating system switches rapidly from one user to the next, each user is given the impression that the entire computer system is dedicated to his use, even though it is being shared among many users.

- a. A time-shared
- b. A multiprogrammed
- c. A single-user
- d. A multi-user

Question 4

_____ abstracts main memory into a large, uniform array of storage, separating logical memory as viewed by the user from physical memory, which enables users to run programs that are larger than actual physical memory.

- a. Virtual memory
- b. Hard disk
- c. Main memory
- d. Cache

Question 5

Modern operating systems are _____ driven. If there are no processes to execute, no I/O devices to service, and no users to whom to respond, an operating system will sit quietly, waiting for something to happen.

- a. interrupt
- b. memory
- c. hard disk
- d. trap

Question 6

In order to ensure the proper execution of the operating system, we must be able to distinguish between the execution of operating-system code and userdefined code. So we need two separate modes of operation: _____ .

- a. user mode and kernel mode
- b. single-user mode and multi-user mode
- c. time-shared mode and multiprogrammed mode
- d. virtual memory mode and physical memory mode

Question 7

_____ can be used to prevent a user program from getting stuck in an infinite loop or to fail to call system services and never return control to the operating system.

- a. Timer
- b. Virtual memory
- c. trap
- d. swapping