Question 1.

A _____ a passive entity, such as a file containing a list of instructions stored on disk (often called an executable file). In contrast, a _____ is an active entity, with a program counter specifying the next instruction to execute and a set of associated resources. A program becomes a process when an executable file is loaded into memory.

a. program, process
b. process, program
c. memory, hard disk
d. virtual memory, physical memory

Question 2.

As a process executes, it changes state. In what state the process is waiting for some event to occur (such as an I/O completion or reception of a signal)?

a. waiting
b. running
c. new
d. ready

Question 3

As processes enter the system, they are put into a _____, which consists of all processes in the system.

a. job queue
b. ready queue
c. device queue
d. priority queue

Question 4.

The _____, or CPU scheduler, selects from among the processes that are ready to execute and allocates the CPU to one of them.

a. short-term scheduler
b. long-term scheduler
c. ready queue
d. device queue

Question 5.

Switching the CPU to another process requires performing a state save of the current process and a state restore of a different process. This task is known as a _____.

a. context switch
b. process scheduling
c. memory allocation
d. long-term scheduler

Question 6

A process that can affect or be affected by the other processes executing in the system is called a _____ process.

a. cooperating
b. independent
c. parent
d. child

Question 7

What are the two fundamental models of inter-process communication?

a. shared memory and message passing
b. cooperating and independent
c. parent and child
d. virtual and physical