

Operating system MCQ

1. What is an operating system?

- a) interface between the hardware and application programs
- b) collection of programs that manages hardware resources
- c) system service provider to the application programs
- d) all of the mentioned

Ans: d

2. What is the main function of the command interpreter?

- a) to provide the interface between the API and application program
- b) to handle the files in the operating system
- c) to get and execute the next user-specified command
- d) none of the mentioned

Answer: c

3. In Operating Systems, which of the following is/are CPU scheduling algorithms?

- a) Priority
- b) Round Robin
- c) Shortest Job First
- d) All of the mentioned

Answer: d

4. To access the services of the operating system, the interface is provided by the _____

- a) Library
- b) System calls
- c) Assembly instructions
- d) API

Answer: b

5. CPU scheduling is the basis of _____

- a) multiprogramming operating systems
- b) larger memory sized systems
- c) multiprocessor systems
- d) none of the mentioned

Answer: a

6. Which one of the following is not true?

- a) kernel remains in the memory during the entire computer session
- b) kernel is made of various modules which can not be loaded in running operating system
- c) kernel is the first part of the operating system to load into memory during booting
- d) kernel is the program that constitutes the central core of the operating system

Answer: b

7. Which one of the following errors will be handle by the operating system?

- a) lack of paper in printer
- b) connection failure in the network
- c) power failure
- d) all of the mentioned

Answer: d

8. Where is the operating system placed in the memory?

- a) either low or high memory (depending on the location of interrupt vector)
- b) in the low memory
- c) in the high memory
- d) none of the mentioned

Answer: a

9. If a process fails, most operating system write the error information to a _____

- a) new file
- b) another running process
- c) log file
- d) none of the mentioned

Answer: c

10. Which one of the following is not a real time operating system?

- a) RTLinux
- b) Palm OS
- c) QNX
- d) VxWorks

Answer: b

11. What does OS X has?

- a) monolithic kernel with modules
- b) microkernel
- c) monolithic kernel
- d) hybrid kernel

Answer: d

12. In operating system, each process has its own _____

- a) open files
- b) pending alarms, signals, and signal handlers
- c) address space and global variables
- d) all of the mentioned

Answer: d

13. In a timeshare operating system, when the time slot assigned to a process is completed, the process switches from the current state to?

- a) Suspended state
- b) Terminated state
- c) Ready state
- d) Blocked state

Answer: c

14. Cascading termination refers to the termination of all child processes if the parent process terminates _____

- a) Normally or abnormally
- b) Abnormally
- c) Normally
- d) None of the mentioned

Answer: a

15. When a process is in a "Blocked" state waiting for some I/O service. When the service is completed, it goes to the _____

- a) Terminated state
- b) Suspended state
- c) Running state

d) Ready state

Answer: d

16. Transient operating system code is a code that _____

- a) stays in the memory always
- b) never enters the memory space
- c) comes and goes as needed
- d) is not easily accessible

Answer: c

17. The portion of the process scheduler in an operating system that dispatches processes is concerned with _____

- a) assigning ready processes to waiting queue
- b) assigning running processes to blocked queue
- c) assigning ready processes to CPU
- d) all of the mentioned

Answer: c

18. The FCFS algorithm is particularly troublesome for _____

- a) operating systems
- b) multiprocessor systems
- c) time sharing systems
- d) multiprogramming systems

Answer: c.

19. For an effective operating system, when to check for deadlock?

- a) every time a resource request is made at fixed time intervals
- b) at fixed time intervals
- c) every time a resource request is made
- d) none of the mentioned

Answer: a

20. A deadlock avoidance algorithm dynamically examines the _____ to ensure that a circular wait condition can never exist.

- a) operating system
- b) resources
- c) system storage state
- d) resource allocation state

Answer: d