**SRM INSTITUTE OF SCIENCE AND TECHNOLOGY**

**CHENNAI**

**18CSC205J - OPERATING SYSTEMS**

**QUESTION BANK**

**UNIT – 4**

**4 MARKS**

1.Define virtual memory.

2.Define compile time, load time, execution time.

3.Define page fault and demand paging.

4.Define overlay along with example.

5.List out the different page replacement algorithms .

6.Define FIFO Page replacement algorithm along with example.

7. Define optimal Page replacement algorithm along with example.

8. Define LRU Page replacement algorithm along with example.

9. Define LRU approximation Page replacement algorithm along with example.

10. Define Counting based Page replacement algorithm .

11. Define page buffering Page replacement algorithm .

12. Define hit rate.

13.What is called as thrashing?

14.Differentiate global and local allocation while allocating frames.

15.What is called as working set model?

**12 MARKS**

1.Explain virtual memory concept in detail along with neat diagram.

2.Explain about need for copy on write operations and also explain in detail about overlay concept along with example.

3.Explain in detail about demand paging and how to handle the page fault in detail along with neat diagram.

4.Explain about FIFO page replacement , optimal page replacement algorithms along with example.

5. Explain about LRU page replacement , LRU approximation page replacement algorithms along with example.

6. Explain about Counting Based page replacement , Page buffering page replacement algorithms .

7.Describe how frames are allocated by using global allocation and local allocation.

8.Explain the causes of thrashing and how to solve it along with neat diagram.

9. Explain in detail about the working set model operations.