Exercises
OS-Basics-Types and Process-Model

E-1: Difference between buffering and spooling.

E-2: Difference between I/O bound and Compute bound process.

E-3: Difference between kernel mode and user mode of an OS.

E-4: Difference between pure multiprogramming and timesharing operating system in the context of CPU multiplexing.

E-5: Difference between network OS and distributed OS in the context of accessing shared resources.

E-6: Draw a detailed process model for a network operating system for a network of three systems, providing multiprogramming with priorities, pure multiprogramming and time sharing facilities respectively.

E-7: In an experimental multiprogramming with priorities OS, priorities are assigned statically. There are three types of priorities and IO devices with three speeds (low, medium, high) respectively. Low/medium/high priority processes use low/medium/high speed IO devices, respectively. The system maintains separate lists for ready state on priorities bases and separate lists for blocked state for different speed IO devices. Draw a detailed process model for the system.