1. Which of the following do not belong to queues for processes?
a) Job Queue
b) PCB queue
c) Device Queue
d) Ready Queue

2. When the process issues an I/O request _____
a) It is placed in an I/O queue
b) It is placed in a waiting queue
c) It is placed in the ready queue
d) It is placed in the Job queue

3. What will happen when a process terminates?
a) It is removed from all queues
b) It is removed from all, but the job queue
c) Its process control block is de-allocated
d) Its process control block is never de-allocated

4. What is a long-term scheduler?

a) It selects processes which have to be brought into the ready queue
b) It selects processes which have to be executed next and allocates CPU
c) It selects processes which heave to remove from memory by swapping
d) None of the mentioned

5. If all processes I/O bound, the ready queue will almost always be _____ and the Short term Scheduler will have a _____ to do.
a) full, little

b) full, lot
c) empty, little
d) empty, lot

6. What is a medium-term scheduler?
a) It selects which process has to be brought into the ready queue
b) It selects which process has to be executed next and allocates CPU
c) It selects which process to remove from memory by swapping
d) None of the mentioned

7. What is a short-term scheduler?
a) It selects which process has to be brought into the ready queue
b) It selects which process has to be executed next and allocates CPU
c) It selects which process to remove from memory by swapping
d) None of the mentioned

8. The primary distinction between the short term scheduler and the long term scheduler is _____

a) The length of their queues
b) The type of processes they schedule
c) The frequency of their execution
d) None of the mentioned

9. The only state transition that is initiated by the user process itself is _____
a) block

b) wakeup
c) dispatch
d) none of the mentioned

10. In a time-sharing operating system, when the time slot given to a process is completed, the process goes from the running state to the _____
a) Blocked state
b) Ready state
c) Suspended state
d) Terminated state

11. In a multiprogramming environment _____
a) the processor executes more than one process at a time
b) the programs are developed by more than one person
c) more than one process resides in the memory
d) a single user can execute many programs at the same time

12. Suppose that a process is in “Blocked” state waiting for some I/O service. When the service is completed, it goes to the _____
a) Running state
b) Ready state
c) Suspended state
d) Terminated state

13. The context of a process in the PCB of a process does not contain _____
a) the value of the CPU registers
b) the process state
c) memory-management information

d) context switch time

14. Which of the following need not necessarily be saved on a context switch between processes?

a) General purpose registers
b) Translation lookaside buffer
c) Program counter
d) All of the mentioned

15. Which of the following does not interrupt a running process?
a) A device
b) Timer
c) Scheduler process
d) Power failure

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

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

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

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

5. CPU scheduling is the basis of _____

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

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

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

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

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

10. Which one of the following is not a real time operating system?
a) RTLinux
b) Palm OS
c) QNX
d) VxWorks

11. What does OS X has?
a) monolithic kernel with modules

b) microkernel
c) monolithic kernel
d) hybrid kernel

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

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

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

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

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

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

18. The FCFS algorithm is particularly troublesome for _____

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

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

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

21. Swapping _____ be done when a process has pending I/O, or has to execute I/O operations only into operating system buffers.

a) must never
b) maybe
c) can
d) must

22. The main memory accommodates _____
a) cpu
b) user processes
c) operating system
d) all of the mentioned

23. The operating system is responsible for?

a) bad-block recovery
b) booting from disk
c) disk initialization
d) all of the mentioned

24. The operating system and the other processes are protected from being modified by an already running

process because _____
a) every address generated by the CPU is being checked against the relocation and limit registers
b) they have a protection algorithm
c) they are in different memory spaces
d) they are in different logical addresses

25. Using transient code, _____ the size of the operating system during program execution.
a) maintains
b) changes
c) increases
d) decreases

26. The operating system maintains a _____ table that keeps track of how many frames have been allocated, how many are there, and how many are available.
a) memory
b) mapping
c) page
d) frame

27. To obtain better memory utilization, dynamic loading is used. With dynamic loading, a routine is not loaded until it is called. For implementing dynamic loading _____

a) special support from operating system is essential
b) special support from hardware is required
c) user programs can implement dynamic loading without any special support from hardware or operating system
d) special support from both hardware and operating system is essential

28. The _____ presents a uniform device-access interface to the I/O subsystem, much as system calls provide a standard interface between the application and the operating system.

a) Device drivers
b) I/O systems
c) Devices
d) Buses

29. In real time operating system _____
a) process scheduling can be done only once
b) all processes have the same priority
c) kernel is not required
d) a task must be serviced by its deadline period

30. Hard real time operating system has _____ jitter than a soft real time operating system.
a) equal
b) more
c) less
d) none of the mentioned

31. For real time operating systems, interrupt latency should be _____
a) zero
b) minimal
c) maximum
d) dependent on the scheduling

32. Which one of the following is a real time operating system?
a) Windows CE

b) RTLinux
c) VxWorks
d) All of the mentioned

33. The priority of a process will _____ if the scheduler assigns it a static priority.

a) depends on the operating system
b) change
c) remain unchanged
d) none of the mentioned

34. What are the characteristics of Host based IDS?

a) Logs are analysed to detect tails of intrusion
b) The host operating system logs in the audit information
c) Logs includes logins, file opens, and program executions
d) All of the mentioned

35. What are the characteristics of stack based IDS?

a) It is programmed to interpret a certain series of packets
b) It models the normal usage of the network as a noise characterization
c) They are integrated closely with the TCP/IP stack and watch packets
d) The host operating system logs in the audit information

36. If the sum of the working – set sizes increases, exceeding the total number of available frames _____

a) the operating system selects a process to suspend
b) the system crashes
c) then the process crashes
d) the memory overflows

37. The information about all files is kept in _____
a) operating system
b) separate directory structure
c) swap space
d) none of the mentioned

View Answer

38. The operating system keeps a small table containing information about all open files called _____
a) file table
b) directory table
c) open-file table
d) system table

39. View Answer

40. What will happen in the single level directory?
a) All files are contained in the same directory
b) All files are contained in different directories all at the same level
c) Depends on the operating system
d) None of the mentioned

41.
View Answer

40. The operating system _____ the links when traversing directory trees, to preserve the acyclic structure of the system.
a) deletes
b) considers
c) ignores
d) none of the mentioned

View Answer

41. To recover from failures in the network operations _____ information may be maintained.
a) operating system
b) ip address
c) stateless
d) state

View Answer

42. On systems where there are multiple operating system, the decision to load a particular one is done by _____

a) process control block
b) file control block
c) boot loader
d) bootstrap

View Answer

43. Whenever a process needs I/O to or from a disk it issues a _____
a) system call to the operating system
b) a special procedure

c) system call to the CPU
d) all of the mentioned

View Answer

44. The two steps the operating system takes to use a disk to hold its files are _____ and _____
a) caching & logical formatting
b) logical formatting & swap space creation
c) swap space creation & caching
d) partitioning & logical formatting

View Answer

45. The _____ program initializes all aspects of the system, from CPU registers to device controllers and the contents of main memory, and then starts the operating system.
a) bootstrap
b) main
c) bootloader
d) rom

View Answer

46. In SCSI disks used in high end PCs, the controller maintains a list of _____ on the disk. The disk is initialized during _____ formatting which sets aside spare sectors not visible to the operating system.

a) destroyed blocks, partitioning
b) bad blocks, low level formatting
c) destroyed blocks, high level formatting
d) bad blocks, partitioning

View Answer

47. Which principle states that programs, users, and even the systems be given just enough privileges to perform their task?

a) principle of least privilege
b) principle of process scheduling
c) principle of operating system
d) none of the mentioned

View Answer

48. Network operating system runs on _____
a) every system in the network
b) server
c) both server and every system in the network
d) none of the mentioned

View Answer

49. What are the types of distributed operating systems?

a) Zone based Operating system
b) Level based Operating system
c) Network Operating system
d) All of the mentioned

View Answer

50. In Unix, which system call creates the new process?
a) create
b) fork

c) new
d) none of the mentioned

View Answer

51-. What is an operating system?

A) collection of programs that manages hardware resources
B) system service provider to the application programs
C) interface between the hardware and application programs
D) all of the mentioned

52-What is the high speed memory between main memory and CPU called?
A) Register Memory B) Cache Memory C) Storage Memory
D) Virtual Memory

53-For most computers, the bootstrap is stored in
A) RAM B) ROM C) Cache D) Tertiary storage

54- _____determines the logical interaction between the
device and the computer

A) Ram B) Cache C ) Disk controller D) CPU

55_____ is program running at all times on the computer

A) System call B) interrupt C) resource allocator D) Kernel

56. What is a trap/exception?

A) hardware generated interrupt caused by an error
B) software generated interrupt caused by an error
C) user generated interrupt caused by an error
D) none of the mentioned

57-_____ is a request to the operating system to allow user to wait for I/O completion

A) System call B) interrupt C) resource allocator D)Kernel

58-_____ only large storage media that the CPU can access directly

A) Ram B) Magnetic disks C) electronic disk D)optical disk

59 - In which clustering system two or more nodes all run applications as well as monitor each other?

A) Asymmetric B) Simple C)Symmetric d) All of the above

60. What is the ready state of a process?
a) when process is scheduled to run after some execution

b) when process is unable to run until some task has been completed

c) when process is using the CPU

d) none of the mentioned

61. How does the software trigger an interrupt?

a) Sending signals to CPU through bus

b) Executing a special operation called system call

c) Executing a special program called system program

d) Executing a special program called interrupt trigger program

62. The address of the next instruction to be executed by the current process is provided by the

a) CPU registers
b) process stack
c) Program counter
d) Pipe

63-which of the following allows system programs and user application to interface to the operating system kernel ?

a) system calls
b) web services
c) application programming interface (API)
d) None of the above

64. In the layered approach of Operating Systems _____

a) Bottom Layer(0) is the User interface
b) Bottom Layer(N) is the hardware
c) Highest Layer(N) is the User interface
d) Highest Layer(N) is the hardware

65. Which of the following do not belong to queues for processes?
a) Job Queue
b) PCB queue

c) Device Queue
d) Ready Queue

66. What is a medium-term scheduler?

a) It selects which process has to be brought into the ready queue
b) It selects which process has to be executed next and allocates CPU
c) It selects which process to remove from memory by swapping
d) None of the mentioned

67) A user program executes in a _____ , in which certain areas of memory are protected from the user's use, and in which certain instructions may not be executed.
A) kernel mode
B) user mode
C) task mode
D) batch mode