### **Branch: CSE & IT**

# **Operating Systems**

## **Process Synchronization/Coordination**

**DPP 05** 

**Batch: Hinglish** 

### [MCQ]

- 1. Choose the hardware type solution for the synchronization problem from the following
  - (a) Lock variables
  - (b) Strict alteration
  - (c) Peterson's solution
  - (d) Test and set instructions

### [NAT]

**2.** Consider the following two-process synchronization solution

X	Y
while (turn $= = 1$ );	while $(turn = = 1)$ ;
C.S	C.S
turn =1;	turn =1;

The shared variable turn is initialized to zero. Then the number of incorrect statements about above solution is/are?

- (I) It violates mutual exclusion.
- (II) It violates progress.
- (III) It violates bounded wait.

#### [MSO]

- **3.** The software type solution: strict alteration satisfies which of the following?
  - (a) Mutual exclusion
  - (b) Progress
  - (c) Bounded wait
  - (d) All of the above

### [MSQ]

- **4.** Choose the correct statements regarding peterson's algorithm from the following
  - (a) Peterson's algorithm satisfies only mutual exclusion but not progress.
  - (b) Peterson's algorithm is a solution for 2 processes.
  - (c) Peterson's algorithm satisfies mutual exclusion, progress and bounded wait.

(d) Peterson's algorithm is a solution for atleast 2 processes.

### [MCQ]

- **5.** Which of the following is correct regarding solution to synchronization problem:
  - (a) Test and set is a 2-process, software based solution.
  - (b) Lock variable is a 2-process, hardware based solution.
  - (c) Strict alteration is a 2-process, hardware based solution
  - (d) None of these.

### [MSQ]

- **6.** Choose the characteristics for test and set synchronization solution.
  - (a) It ensures mutual exclusion.
  - (b) It is deadlock free.
  - (c) It does not guarantee bounded wait.
  - (d) It may cause starvation.

### [MCQ]

- 7. For a implementing synchronization for atleast 2 processes (that should satisfy mutual exclusion, progress and bounded wait), which algorithm is best recommended?
  - (a) Decker's algorithm
  - (b) Strict alteration
  - (c) Peterson's solution
  - (d) None of the above

### [MSQ]

- **8.** Which of the following is/are OS based synchronization mechanism?
  - (a) Sleep() and wakeup()
  - (b) Wait() and signal()
  - (c) Monitor
  - (d) Swap

## **Answer Key**

- **(d)** 1.
- 2. **(0)**
- 3. (a, c)
- (b, c)

- 5.
- (d) (a, b, c, d)
- 7.
- (d) (a, c, d) 8.



### **Hints & Solutions**

### 1. (d)

Software type solutions for synchronization problem are lock variables, strict alteration, and peterson's solution.

Hardware type solution is test and set instructions.

### 2. (0)

The synchronization solution violates mutual exclusion and deadlock may occur.

### 3. (a, c)

Strict alteration satisfies mutual exclusion and bounded wait but not progress.

### 4. (b, c)

Peterson's solution satisfies all mutual exclusion, progress, and bounded wait. It is a solution for 2 processes.

### 5. (d)

Test and set is a hardware based solution while lock variables and strict alteration are software based solution.

### 6. (a, b, c, d)

All the options, mention the characteristics of the test and set synchronization solution.

### 7. (d)

Decker's algorithm, strict alteration do not satisfy progress while peterson's solution satisfy all M.E, progress, and bounded wait but it is limited to only two processes.

### 8. (a, c, d)

Sleep() and wakeup(), wait() and signal(): semaphore, and monitors are OS based synchronization mechanism. Swap is a hardware based synchronization uses lock and key to implement synchronization.



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