CST 334: Operating Systems

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# Reading: I/O devices

**Instructions**:Read OSTEP chapter 36 and answer the following questions by editing [io-devices.txt](https://drive.google.com/file/d/1R-HWJ1csBB9xrAxkS3XTxQ8rSLrZegYq/view?usp=sharing).

1. When would you tend to prefer polling to interrupts in interacting with an I/O device?
   1. when the device supports many commands
   2. when the device can perform a command quickly
   3. when the interrupt handler table is very large.
2. (Yes/No) Is it possible for software to interact with an I/O device using both polling and interrupts?
3. (T/F) About ⅓ of the Linux source code is device driver code.
4. In Figure 36.6, in function ide\_start\_request(), what kind of register is written to on the line with comment '// this is a WRITE' ?
   1. control
   2. command block
   3. status
   4. error
5. In the IDE example of Section 36.8, how many bytes are used to identify a location on disk where a read or write will be performed?

**Submitting**: Submit your edits io-devices.txt file on iLearn.

**Grading:** Each question is worth 3 points.