

1. T/F AN ordinary pipe has two ends - one for read and one for write	T
2. T/F A parent process may terminate all its children process before exiting , which is called cascading termination	T
3. T/F CPU utilization refers to the number of processes that are completed per time unit	T
4. T/F Fragmentation does not occur in a paging system	F
5. T/F If a resource-allocation graph has a cycle , the system must be in a deadlocked state	F
6. T/F In an inverted page table system , each process has its own page table	F
7. T/F In a system with large memory space , hierarchical pages tables can be used to reduce the memory being used to store page tables	T
8. T/F In round Robin scheduling , the time quantum should be small with respect to the context-switch time	F
9. T/F Interrupts may be triggered by either hardware or software	T
10. T/F In the many-to-one model, the number of user threads is limited by the total number of kernel threads	F
11. T/F In the test_and_set algorithm, a process is allowed to enter its critical section if the test result of the lock is false	T
12. T/F In win32 threads, win32_join() function is used to wait for its child thread to complete	F
13. T/F It is possible that three philosophers may eat simultaneously in the Dining problem with 5 phil and 5 chop	F
14. T/F Shared Variables can lead to a race condition in a multicore system	T
15. T/F System calls can be executed in either user mode or kernal mode	F
16. T/F Temporary data such as function parameters, return addresses, and local variables are stored in the data section of a process	F
17. T/F The buddy system is used to support contiguous memory allocation but it does not eliminate the fragmentation problem	T
18. T/F The first fit algorithm allocates the smallest amount of memory that is big enough to satisfy the request	F
19. T/F The size of TLB is the same as the size of the page table	F
20. T/F Unix is an example of single user, multitasking operating system	F