

1. The _____ allows multiple threads to have simultaneous read-only access to an object protected by the lock.	readers/writer lock	15. With _____ only one process may use a resource at a time and no process may access a resource unit that has been allocated to another process.	mutual exclusion
2. A closed chain of processes exists, such that each process holds at least one resource needed by the next process in the chain is the condition of _____ .	circular wait		
3. The _____ condition can be prevented by defining a linear ordering of resource types.	circular wait		
4. The _____ condition can be prevented by requiring that a process request all of its required resources at one time and blocking the process until all requests can be granted simultaneously.	hold and wait		
5. Examples of _____ include processors, I/O channels, main and secondary memory, devices, and data structures such as files, databases, and semaphores.	reusable resources		
6. The fastest form of interprocess communication provided in UNIX is _____ .	shared memory		
7. A _____ is a software mechanism that informs a process of the occurrence of asynchronous events.	Signal		
8. The _____ is useful in sending a signal to a thread indicating that a particular event has occurred.	event object		
9. The most common technique used for protecting a critical section in Linux is the _____ .	spinlock		
10. Once the processes have progressed into the _____ , those processes will deadlock.	fatal region		
11. One of the most significant contributions of UNIX to the development of operating systems is the _____ .	pipe		
12. Requested resources are granted to processes whenever possible with _____ .	deadlock detection		
13. A set of processes is _____ when each process in the set is blocked awaiting an event that can only be triggered by another blocked process in the set.	Deadlocked		
14. The strategy of deadlock _____ is to design a system in such a way that the possibility of deadlock is excluded.	prevention		