Chapter 4 - Threads (Quiz)

Study online at quizlet.com/_35yfm8

1. **_____ are characterized by the presence of many single-threaded processes.**	Multiprocess applications
2. **The _____ are the fundamental entities that can be scheduled and dispatched to run on one of the system processors.**	Kernel threads
3. **The blocked state in which the process is waiting for an event, such as the end of an I/O operation, the availability of a resource, or a signal from another process is the _____ state.**	Interruptible
4. **The idea of having a many-to-many relationship between threads and processes has been explored in the experimental operating system _____ .**	TRIX
5. **In a multithreaded environment, a _____ is defined as the unit of resource allocation and a unit of protection.**	process
6. **A _____ is a dispatchable unit of work that executes sequentially and is interruptible so that the processor can turn to another thread.**	thread
7. **_____ is a good example of an OS using a combined ULT/KLT approach.**	Solaris
8. **A _____ is an entity corresponding to a user job or application that owns resources such as memory and open files.**	process
9. **A _____ is a single execution path with an execution stack, processor state, and scheduling information.**	thread
10. **A _____ is a user-created unit of execution within a process.**	ULT
11. **The principal disadvantage of the _____ approach is that the transfer of control from one thread to another within the same process requires a mode switch to the kernel.**	KLT
12. **The _____ state is when the thread has terminated.**	ZOMBIE
13. **A thread enters the _____ state, after waiting, if it is ready to run but the resources are not available.**	Transition
14. **The traditional approach of a single thread of execution per process, in which the concept of a thread is not recognized, is referred to as a _____ .**	single-threaded approach
15. **A Windows process must contain at least _____ thread(s) to execute.**	one