

(7) pthread() returns the thread I/O when successfully created (F)

(8) Master/slave organization is less but tolerant than the spate-kernok one (T)

(9) A program threads are automatically generated by the compiler (F)

(10) The hot-standby machine nothing but monitors the server (T)

(11) Each thread has its own program counter (T)

(12) The minimum speed up that can be gained in omch's law is 100% (T)

T/F : (2) حل في شيرم

(1) multilevel Queue scheduling the process return to the same queue after expired it's time quantum (T)

(2) A programme may develop multi method to be execute upon thread creation ( )

(3) The convoy effect is one of the disadvantages of FSFS (T)

(4) A Pthread Join merges two thread together (F)

(5) The one-to-one multithreading takes the advantage of the multicore environment (T)

(6) A Thread\_start in join once the thread object instance (F)

(7) A preemotive scheduling algorithm impose overhead on the computer system (T)

(8) The wait time of the process sum that of time that process spend in the ready queue and in the I/O device queue (F) → ready queue