(1) A processor may stay idle if most of the processes in the ready queue are I/O bound.

(2) Context switching speed depends on ① Hardware, ② process speed.

(3) A blocked process is removed from the I/O device queue.

(4) In a producer-consumer concept, the condition for having an empty buffer is that

(5) The following statements are UNIX system calls: wait()

(6) In a shared-memory model, it is the processor rather than the OS which is responsible. To ensure that no two processes write to the same address simultaneously.

(7) In a quad-core System (having 4 processors) The is a single ready queue.

(8) while running, a process may be: Blocked, Interrupted.

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* Interrupt handler never stop T/F

(1) A system call is triggred by hardware (F)

(2) POSIX is a standard for threads manipulation (T)

(3) For I/O devices which receive new data very frequently it's more effcient to apply polling rather than interrupting (T).

(4) Pthread_join merges two threads together (F)

(5) multitasking refers to system that appers to run more than one program at a time (T)

(6) the Kernal consists of all system and application program in a computer (F)