(5) many to one multithread architecture has the following problem

D when one user-level thread is blcked all other threads are bloked, cannot run in parallel (simultaneously) on a multicore system because only one user level thread can acce the kernel at a time.

(6) The dispatcher perform the following function:

① switching context. ② switching to the user mode ③ jumbing to the proper location.

Quiz 3:- T/F

(1) Peterson algorithem generalized for process for $n > 2$ process (F) $n = 2$

(2) A process state imadiatly change from value reading as soon as input/Output come (F)

(3) One of the advantage of having user level thread is that have is that totaly avoid the blocking of the rest of threads in same process (F)

(4) context switch time in modren hardware is small engh that can be totaly ignore (F)

(5) In POXIX thread init create of thread (F)

(6) Round robain sheduling in each process in ready queue is assgnt the process for equal time quant (T)

(T) Each thread has it own program counter (T)

(8) as soon as fork() is issue the memory of address space of parent is copied to that that of child process (T)

(9) the race condition may result in preemative algorithm scheduling (T)

(10) context switching is preform duvid dispatching (T)