1. What is the main purpose of the bootstrap program?
2. Do the I/O devices communicate with the memory directly?
3. How the CPU knows which hardware interrupt is generated and what the proper action that need to be performed?
4. Name one interrupt and one trap?
5. What is the difference between asymmetric and symmetric multiprocessing architecture?
6. Why there should be a dual-mode operation?
7. What is the program counter? How many of them for single-threaded process and for multi-threaded process?
8. Name three different computing environments?
9. What is the difference between emulation and virtualization?
10. Name three cloud solution providers? And why do we need OSs in cloud computing?