

518 作業系統隨堂測驗

1. (**A**) Absolute code can be generated for _____.
 - A) **compile-time binding**
 - B) load-time binding
 - C) execution-time binding
 - D) interrupt binding
2. (**C**) _____ is the method of binding instructions and data to memory performed by most general-purpose operating systems.
 - A) Interrupt binding
 - B) Compile time binding
 - C) **Execution time binding**
 - D) Load-time binding
3. (**B**) An address generated by a CPU is referred to as a _____.
 - A) physical address
 - B) **logical address**
 - C) post relocation register address
 - D) Memory-Management Unit (MMU) generated address
4. (**C**) Suppose a program is operating with execution-time binding and the physical address generated is 300. The relocation register is set to 100. What is the corresponding logical address?
 - A) 199
 - B) 201
 - C) **200**
 - D) 300
5. (**A**) The mapping of a logical address to a physical address is done in hardware by the _____.
 - A) **memory-management-unit (MMU)**
 - B) memory address register
 - C) relocation register
 - D) dynamic loading register

6. (**D**) In a dynamically linked library, ____.
- A) loading is postponed until execution time
 - B) system language libraries are treated like any other object module
 - C) more disk space is used than in a statically linked library
 - D) **a stub is included in the image for each library-routine reference**
7. **__X__** A relocation register is used to check for invalid memory addresses generated by a CPU.
8. **__O__** Logical address is generated by the CPU and also referred to as virtual address
9. **__X__** Static linking is helpful for swapping.
10. **__O__** Dynamic linking is to delay linking until execution.