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.