1. The (D) of a process contains temporary data such as function parameters, return addresses, and local variables.

A) text section B) data section C) program counter D) stack

2. A process control block (A).

A) includes information on the process's state

B) stores the address of the next instruction to be processed by a different process

C) determines which process is to be executed next

D) is an example of a process queue

3. The list of processes waiting for a particular I/O device is called a(n) (B).

A) standby queue B) device queue C) ready queue D) interrupt queue

4. The (C) refers to the number of processes in memory.

A) process count B) long-term scheduler

C) degree of multiprogramming D) CPU scheduler

5. A (C) saves the state of the currently running process and restores the state of the next process to run.

A) save-and-restore B) state switch

C) context switch D) none of the above

6. Which of the following statements is true? (A)

A) Shared memory is typically faster than message passing.

B) Message passing is typically faster than shared memory.

C) Message passing is most useful for exchanging large amounts of data.

D) Shared memory is far more common in operating systems than message passing.

7. For a single-processor system, there will never be more than one process in the Running state. (T)

8. Shared memory is a more appropriate IPC mechanism than message passing for distributed systems. (F)

9. The exec() system call creates a new process. (F)

10. The difference between a program and a process is that a program is an active entity while a process is a passive entity. (F)

11. Sockets are considered a high-level communications scheme. (F)

12. Explain the main differences between a short-term and long-term scheduler.