

# Operating System and System Administration

## Tutorial 02 Year 02 Semester 01

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- 1) What is meant by a system call? List the names of 4 system calls that you have used in programming.
- 2) Briefly explain the interrupt handling procedure of the operating system.
- 3) What is a device driver?
- 4) List the main advantages of the cloud computing.
- 5) Why does the virtual machine work as good platform for the researches in operating system design and development?
- 6) Compare and contrast the client server and peer to peer system.
- 7) Why does operating system maintains the buffers in Kernel memory?
- 8) To a programmer, a system call looks like any other call to a library procedure. Is it important that a programmer know which library procedures result in system calls? Under what circumstances and why?
- 9) Describe the actions taken by a kernel to context switch among processes.
- 10) List the main advantages of the micro kernel architecture