

# CSSE 332 -- OPERATING SYSTEMS

## Interrupts and Traps

Name: \_\_\_\_\_

**Question 1.** (5 points) Why are timer interrupts important from an operating system's perspective?

**Question 2.** (5 points) What are the steps taken by the processor when an exception or an interrupt occurs?

**Question 3.** (5 points) In the case of a segmentation fault, register \_\_\_\_\_ is used to store the address of the instruction executing when the fault occurred. The cause of the exception is stored in the \_\_\_\_\_ register and the violating address is stored in the \_\_\_\_\_ register. When the fault is detected, the hardware will jump to the kernel at the address stored in the \_\_\_\_\_ register.

**Question 4.** (5 points) Consider a process P with the following code snippet

```
1 int x, rc;  
2  
3 y = x + 2;  
4 rc = fork();  
5 /* ... */
```

`fork()` is a system call that will issue the `ecall` instruction, causing a trap into the kernel. How does the kernel ensure that the state of P before the call to `fork` is the same as the one after `fork` returns.