

## Questions worth pondering

### Unit – 1: Computer System Overview, OS Overview

1	Draw and explain: Top level view of computer
2	Explain basic instruction cycle using example.
3	What is interrupt? Explain its purpose.
4	How is an interrupt processed? Explain in detail.
5	Explain memory hierarchy.
6	Explain cache/main-memory structure and cache read operation in detail.
7	What is role of principle of locality in cache memory?
8	List cache design issues.
9	What is an operating system? Explain various objectives of operating system.
10	Draw and explain: layers and views of a computer system
11	Explain significance of any six services provided by operating system.
12	What is difference between batch multiprogramming system and time-sharing system?

### Unit – 2: Process management

1	What is process? Why is it necessary? What does the process metadata comprise of? Where does the Operating System maintain metadata of a process?
2	What is the role of process control block? OR How and where does the operating system maintain the control information of a particular process?
3	List various ways of process termination.
4	Explain five-state process model.
5	Explain six-state process model.
6	Explain seven-state process model.
7	List various reasons for process suspension.
8	List various OS control tables.
9	What is multithreading? What are the key benefits of threads?
10	Draw and explain single threaded and multithreaded process models.
11	Give various examples of the uses of threads in a single-user multiprocessing system.
12	List and explain four basic thread operations associated with a change in thread state.
13	List types of processor scheduling. Why are they important?
14	Scheduling affects the performance of the system. True/False. Why?
15	What is the role of long-term scheduler?
16	What is the role of medium-term scheduler?
17	How do the medium-term scheduler differ from long-term scheduler?
18	What is the function of short-term scheduler & dispatcher?
19	When is the short-term scheduler invoked? Also list some examples of such events.
20	Discuss short term scheduling criteria.
21	For a process in OS, how do the turn-around time, waiting time and service time differ from each other?
22	In the context of short-term scheduling, what is throughput?
23	In the context of processor scheduling, what is starvation? How to solve it?
24	What is the difference between non-preemptive algorithm and preemptive algorithm?

25	In non-preemptive scheduling: once a process is in the running state, it will continue execution until it terminates. True/False.
26	Using suitable example, explain FCFS process scheduling.
27	Using suitable example, explain RR process scheduling.
28	Using suitable example, explain SJF process scheduling.
29	Using suitable example, explain SRT process scheduling.
30	Text book pg# 435: Problems 9.1 & 9.2
31	In the context of concurrency in Operating systems, explain: atomic operation, critical section, deadlock, starvation, race condition, mutual exclusion
32	What are the requirements for mutual exclusion?
33	What is semaphore? Why is it significant? Explain semaphore primitives.
34	Differentiate between binary semaphore and general semaphore.
35	What is the difference between strong and weak semaphore?
36	Discuss solution to the bounded buffer producer consumer problem using monitor.
37	What conditions are generally associated with the readers-writers problem?
38	Discuss solution to the reader-writers problem with readers have priority.
39	Discuss solution to the reader-writers problem with writers have priority.