| Quizizz                                    |   |   | NAME :  |  |
|--|---|---|---|--|
| CSE316_Quiz_RealTimeScheduling 7 Questions |   |   | CLASS:  |  |
|  |   |   |   |  |
| 1.   | Rate monotonic scheduling is  |   |   |  |
| Α  | A type of memory management technique   | В | A type of file system   |  |
| С  | A type of network protocol  | D | A scheduling algorithm used in real-time operating systems            |  |
| 2.   | In rate monotonic scheduling the priority of the tasks  |   |   |  |
| Α  | depends on the task's complexity  | В | is directly proportional to their periods                             |  |
| С  | is not related to their periods   | D | is inversely proportional to their periods                            |  |
| 3.   | In early deadline first scheduling the priority of the tasks  |   |   |  |
| Α  | is not affected by the absolute deadline of the tasks   | В | is randomly assigned regardless of the absolute deadline of the tasks |  |
| С  | is inversely proportional to the absolute deadline of the tasks   | D | is directly proportional to the absolute deadline of the tasks        |  |
| 4.   | Consider a set of three real-time tasks: Task A, Task B, and Task C. Each task has a specific execution time and deadline as follows:  Task A: Execution Time = 4 time units, Deadline = 10 time units  Task B: Execution Time = 3 time units, Deadline = 7 time units  Task C: Execution Time = 5 time units, Deadline = 15 time units  Assuming that the system starts at time 0, use the Early Deadline First (EDF) scheduling algorithm to determine the order in which these tasks will be executed. |   |   |  |
| Α  | Task B, Task A, Task C  | В | Task C, Task A, Task B  |  |
| С  | Task B, Task C, Task A  | D | Task A, Task B, Task C  |  |

| 5.         | Consider a set of four real-time tasks: Task A, Task B, Task C, and Task D. Each task has a                                  |          |  |  |  |
|------------|--|----------|--|--|--|
|            | specific period and execution time as follows:   |          |  |  |  |
|            | Task A: Period = 10 time units, Execution Time = 3 time units  Task B: Period = 15 time units, Execution Time = 4 time units |          |  |  |  |
|            | Task C: Period = 20 time units, Execution Time = 2 time units  |          |  |  |  |
|            | Task D: Period = 25 time units, Execution Time = 5 time units  |          |  |  |  |
|            | Determine whether these tasks are schedulable using the Rate Monotonic Scheduling  |          |  |  |  |
|            | (RMS) algorithm. If not then which task w  | ill miss | s the deadline.  |  |  |
|            | No, not all tasks are schedulable using  |          | Only Task A and Task B are schedulable                       |  |  |
| Α          | the RMS algorithm. Task D will miss it's   | В        | using the RMS algorithm.                                     |  |  |
|            | deadline.  |          |  |  |  |
|            | No, not all tasks are schedulable using  |          | No, not all tasks are schedulable using                      |  |  |
| С          | the RMS algorithm. Task C will miss it's   | D        | the RMS algorithm. Task A will miss it's                     |  |  |
|            | deadline.  |          | deadline.  |  |  |
| 6.         | Which is not the property of multi-level feedback queue scheduling?  |          |  |  |  |
| 0.         | which is not the property of materievers   | ccabac   | ix quede seriedaling:  |  |  |
| Α          | It allows priority   | В        | It allows preemption   |  |  |
| С          | It allows starvation   | D        | It allows aging  |  |  |
|            |  |          |  |  |  |
| 7.         | Which are the properties of Multi-level feedback queue scheduling.   |          |  |  |  |
|            | It provents stanistica by aging processes  |          | It uses different school ling algorithms                     |  |  |
| А          | It prevents starvation by aging processes  | В        | It uses different scheduling algorithms for different queues |  |  |
|            |  |          | ·  |  |  |
| С          | It allows processes to move between queues   | D        | It reduces CPU utilization                                   |  |  |
|            | queues   |          |  |  |  |
|            |  |          |  |  |  |
|            |  |          |  |  |  |
| Answer Key |  |          |  |  |  |
| 1. c       | 2. d   | 3. c     | 4. a   |  |  |
|            |  |          |  |  |  |
| 5. a       | 6. c   | 7. c,    | b, a   |  |  |
|            |  |          |  |  |  |