

Operating System

Solutions

1. Which of the following is used to obtain OS services:

- (a) Library functions
- (b) System calls
- (b) Both A & B
- (d) None of the above

Solution: Option (b)

2. If we disable interrupts, it is not possible to

- (a) invoke system calls
- (b) preempt process from CPU
- (c) indicate completion of I/O
- (d) All of the above

Solution: Option (d)

3. Which is the service not provided by an OS

- (a) File system manipulation
- (b) Memory management
- (c) Process scheduling
- (d) compilation of a program

Solution: Option (d)

4. Process control block does not contain

- (a) Process ID
- (b) User identification number
- (c) Registers
- (d) None of the above

Solution: Option (d)

5. Which of the process transition is invalid?

- (a) Run → Ready
- (b) Suspend wait → Suspend ready
- (c) Wait/ Block → Run
- (d) None of the above

Solution: Option (c)

6. In which of the following case CPU utilization will be higher?

- (a) If all the processes are I/O bound
- (b) Is all the processes are equally CPU bound and I/O bound
- (c) If all the processes are CPU bound
- (d) Both (B) and (C)

Solution: Option (c)

7. The process in which of the following states will be in secondary memory?

- (a) New, Ready, Wait/Block
- (b) New, Wait/Block, Suspend wait, Suspend ready
- (c) wait/Block, Suspend wait, Suspend ready
- (d) New, Suspend wait, Suspend ready

Solution: Option (d)

8. Degree of multiprogramming is controlled by

- (a) Long term schedule
- (b) Short term schedule
- (c) Medium term schedule
- (d) Depends on number of CPU's

Solution: Option (a)

9. Which of the following effects the performance of the CPU?

- (a) LTS
- (b) STS
- (c) MTS
- (d) All of the above

Solution: Option (d)

10. Which technique was introduced because a single job could not keep both the CPU and I/O devices busy?

- (a) Time- sharing
- (b) Spooling
- (c) Preemptive scheduling
- (d) Multiprogramming

Solution: Option (d)

11. Consider a system with 'M' CPU processors and 'N' processes then how many processes can present in ready, running and blocked state at minimum

- | | |
|-----------|-----------|
| (a) 1,0,0 | (b) 0,1,1 |
| (c) 1,1,0 | (d) 0,0,0 |

Solution: Option (d)

12. Consider a system with 'M' CPU processors and 'N' processes then how many processes can be present in ready, running and blocked state at maximum

- | | |
|-------------|---------------|
| (a) N, M, N | (b) N, M, M |
| (c) M, N, M | (d) N, N+M, M |

Solution: Option (a)

13. Consider the processes P_1, P_2, P_3 arrived in the sequence P_2, P_3, P_1 and the burst time of the processes are 3, 3, 24 respectively. What is the average TAT?

- | | |
|--------|--------|
| (a) 30 | (b) 10 |
| (c) 40 | (d) 35 |

Solution: Option (b)

14. Turnaround time TAT of a process P is

- (a) $CT_i - AT_i$ where CT_i is Completion time and AT_i is Arrival time
- (b) $BT_i + WT_i$ where BT_i is Burst time and WT_i is Waiting time
- (c) $(CT_i + BT_i + WT_i - AT_i) / 2$
- (d) All of the above

Solution: Option (d)

15. FCFS suffers with

(If the processes with highest Burst Time arrives first)

- (a) Highest Average Response time
- (b) Highest Average TAT
- (c) Highest Average waiting time

(d) All of the above

Solution: Option (d)

16. Consider the following processes that arrive as shown as below follows FCFS scheduling method. What is the Average TAT?

Process	Arrival Time	Burst Time
P ₁	0	3
P ₂	2	4
P ₃	4	2
P ₄	4	1

(a) 4.95 ms

(b) 4.75 ms

(c) 3.75 ms

(d) 5 ms

Solution: Option (b)

17. What is the throughput for above problem?

(a) 0.3 jobs/sec

(b) 0.4 jobs/sec

(c) 0.5 jobs/sec

(d) 0.6 jobs/sec

Solution: Option (b)

18. What is the average Response time for above problem?

(a) 2.25

(b) 3.25

(c) 4.5

(d) 5

Solution: Option (a)

19. What is the average waiting time for the above problem?

(a) 1.25

(b) 2.25

(c) 2.5

(d) 3.5

Solution: Option (b)

20. What is the CPU utilization?

- (a) 50%
- (c) 100%

- (b) 90%
- (d) None

Solution: Option (c)

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