Q1. To access the services of operating system, the interface is provided by the:

A. system calls
B. API
C. library
D. assembly instructions

Answer A

Q2. For an effective operating system, when to check for deadlock?

a) every time a resource request is made
b) at fixed time intervals
c) every time a resource request is made at fixed time intervals
d) none of the mentioned

Answer C

Q3. Memory management technique in which system stores and retrieves data from secondary storage for use in main memory is called?

a) Fragmentation
b) Paging
c) Mapping
d) None of the mentioned

Answer B

Q4. Termination of the process terminates _____

a) First thread of the process
b) First two threads of the process
c) All threads within the process
d) No thread within the process

Answer B

Q5. The technique in which the CPU generates physical addresses directly is known as _____

a) Relocation register method
b) Real addressing
c) Virtual addressing
d) None of the mentioned

Answer B

Q6. What is a dedicated device ?

a) Opposite to a sharable device
b) Same as a sharable device
c) Can be used concurrently by several processes
d) None of the mentioned

Answer A

Q7. What is the fence register used for ?

a) To disk protection
b) To CPU protection
c) To memory protection
d) None of these

Answer C

Q8. Which of the following does not interrupt the running process ?

a) Timer interrupt
b) Device
c) Power failure
d) Scheduler process

Answer D

Q9. The Banker algorithm is used for ?

A. To rectify deadlock
B. To detect deadlock
C. To prevent deadlock
D. To solve deadlock

Answer C

Q10. Which one of the following can not be scheduled by the kernel ?

a) Kernel level thread
b) User level thread
c) Process
d) None of the mentioned

Answer B

Q11. In distributed systems, link and site failure is detected by _____

a) Polling
b) Handshaking
c) Token passing
d) None of the mentioned

Answer B

Q12. The wait operation of the semaphore basically works on the basic _____ system call.

a) stop()
b) block()
c) hold()
d) wait()

Answer B

Q13. Paging increases the _____ time.

a) Waiting
b) Execution
c) Context – switch
d) All of the mentioned

Answer C

Q14. The priority of a process will _____ if the scheduler assigns it a static priority.

a) Change
b) Remain unchanged
c) Depends on the operating system
d) None of the mentioned

Answer B

Q1. To access the services of operating system, the interface is provided by the

A) system calls
B) API
C) library
D) assembly instructions

Answer A

Q2. In operating system, each process has its own:

A. address space and global variables
B. open files
C. pending alarms, signals and signal handlers
D. all of the mentioned

Answer D

Q3. What is the ready state of a process?

A. when process is scheduled to run after some execution
B. when process is unable to run until some task has been completed
C. when process is using the CPU
D. none of the mentioned

Answer A

Q4. A set of processes is deadlock if:

A. each process is blocked and will remain so forever
B. each process is terminated
C. all processes are trying to kill each other
D. none of the mentioned

Answer A

Q5. In priority scheduling algorithm, when a process arrives at the ready queue, its priority is compared with the priority of:

A. all process
B. currently running process
C. parent process
D. init process

Answer B

Q6. Resources which can be taken away from a process without causing any ill effects to the process are called _____

(A) preemptable resources
(B) non-preemptable resources
(C) sharable resources
(D) None of the mentioned

Answer A

Q7. If no cycle exists in the resource allocation graph _____

(A) then the system will not be in a safe state
(B) then the system will be in a safe state
(C) both A and B
(D) None of the mentioned

Answer B

Q8. In Unix, Which system call creates the new process ?

(A) fork
(B) create
(C) new
(D) first

Answer A

Q9. The strategy of making processes that are logically runnable to be temporarily suspended is called _____

(A) Non preemptive scheduling
(B) Preemptive scheduling
(C) Shortest job first
(D) First come First served

Answer B

Q10. Semaphore is a/an _____ to solve the critical section problem.

(A) hardware for a system
(B) special program for a system
(C) integer variable
(D) program

Answer C

Q11. Physical memory is broken into fixed-sized blocks called _____

(A) frames
(B) pages
(C) sectors
(D) files

Answer A

Q12. In segmentation, each address is specified by _____

(A) a segment number & offset
(B) an offset & value
(C) a value & segment number
(D) a key & value

Answer A

Q13. Which one of the following command can delete a directory which is not empty?

(A) rm -r
(B) rmdir
(C) rm *
(D) del *

Answer A

Q14. Which command is used for displaying contents of a file?

(A) cp
(B) rm
(C) cat
(D) mkdir

Answer C

Q15. Multiprogramming of the computer system increases

(A) Memory
(B) Storage
(C) CPU utilization
(D) None of above

Answer C

Q16. A process said to be in _____ state if it was waiting for an event that will never occur.

(A) Safe
(B) Unsafe
(C) Starvation
(D) Deadlock

Answer D

Q17. Which happens first authorization or authentication?

(A) Authorization
(B) Authentication
(C) Authorization & Authentication are same
(D) None of the mentioned

Answer A

Q18. When the suspended process is moved to the secondary storage. This process is called?

A. process mix.
B. swapping
C. Swap-In
D. Swap-Out

Answer B

Q19. What is the real disadvantage of a linear list of directory entries?

A. size of the linear list in memory
B. linear search to find a file
C. it is not reliable
D. All of the above

Answer B

Q20. PCB stands for?

A. Process Current Block
B. Parent Control Block
C. Parent Current Block
D. Process Control Block

Answer D

Q. Which one of the following Scheduling algorithm allocates the CPU first to the process that requests the CPU first?

A. Priority scheduling
B. Shortest job scheduling
C. First-come, first-served scheduling
D. None of above

Answer C

Q. The systems which allow only one process execution at a time, are called as _____

A. Uniprogramming systems
B. Uniprocessing systems
C. Unitasking systems
D. None of the mentioned

Answer B

Q. In the operating system each process has its own

A.Address space and global variables
B.Pending alarms, signals and signal handlers
C.Open files
D.All of the mentioned

Answer D

Q. Which of the following commands should you use to delete files on a linux system?

A. mv
B. Expunge
C. Delete
D. Rm

Answer D

Q. Which One Is An Example Of Connectionless Protocols?

A. TCP
B. UDP
C. IPX/SPX
D. Frame Relay

Answer B

Q. _____ is built directly on the hardware.

A. Computer Environment
B. Application Software
C. Database System
D. Operating System

Answer D

Q. What a virtual-memory miss is called?

a)Hit miss
b)Page hit
c)Page miss
d)Page fault

Answer D

Q. When a program tries to access a page that is mapped in address space but not loaded in physical memory, then what occurs

a) page fault occurs
b) fatal error occurs
c) segmentation fault occurs
d) no error occurs

Answer A

Q. Which of the following variable wait within the to enable a process

A. a condition is defined by a condition variable
B. objects Boolean objects can be used by condition variables
C. semaphore must be used
D. all of the mentioned

Answer A

Q. How can we avoid deadlock

A. resource allocation must be done at once
B. there must be a fixed number of resources to allocate
C. all deadlock process must be aborted
D. inversion technique can be used

Answer B

Q. Instructions fetched by CPU according to the value of —— from memory?

A. program status word
B. status register
C. program counter
D. instruction register

Answer C

Q. Timer is used to prevent a single

a)Job
b)Time
c)Computer
d)Information

Answer A

Q. Which of the following requires a device driver?

a) Register
b) Cache
c) Main memory
d) Disk

Answer D

Q. A program in execution is called

a) A Paging
b) A Process
c) A virtual memory
d) A Demand Page

Answer B

Q. Which of the following memory unit that processor can access more rapidly

a) Main Memory
b) Virtual Memory
c) Cache memory
d) Read Only Memory

Answer C

Q. Which of the following refers to associative memory ?

A.The address of the data is generated by the CPU
B.The address of the data is supplied by the users
C.The data are accessed sequentially
D.There is no need for an address i.e. the data is used as an address

Answer D

Q.Scheduling of threads is done by

A.Output
B.Operating System
C.Input
D.Memory

Answer B

Q. Which scheduler selects which processes should be brought into the ready queue?

a) Real-term
b) Long-term
c) Mid-term
d) Short-term

Answer B

Q. Piece of code that only one thread can execute at a time is called

a) Mutual Exclusion
b) Critical Section
c) Synchronization
d) All of them

Answer B

Q1. An operating system that can do multitasking means that .....

A. The OS can divide up work between several CPUs.
B. Several programs can be operated concurrently
C. Multiple people can use the computer concurrently
D. All of the above

Answer B

Q2. Example of open source operating system is .....

A. Linux

B. Windows

C. Android

D. DOS

Answer A

Q3. Selection of an operating system is known as .....

A. Site selection
B. Product selection
C. Process selection
D. Equipment selection

Answer C

Q4. The multi-user Operating System is based on the concept of .....

A. Time-losing
B. Time-gaining
C. Time-sharing
D. Time-spooling

Answer C

Q5. Running a system in safe mode .....

A. prevents unauthorized access
B. protects the system from viruses.
C. loads a minimum number of drivers.
D. All of the above

Answer C

Q6. OS does not boot itself when a system is .....

A. Reset
B. Restarted
C. Powered on
D. Shutdown

Answer D

Q7. ..... provides the interface to access the services of the operating system.

A. API
B. Library
C. System call
D. Assembly instruction

Answer C

Q8. The main function of the command interpreter is .....

A. To get and execute the next user-specified command
B. To provide the interface between the api and application program
C. To handle the files in operating system
D. None of the above

Answer A

Q9. In operating system, each process has its own .....

A. Open files
B. Address space and global variables
C. Pending alarms, signals and signal handlers
D. All of these

Answer D

Q10. Which one of the following errors will be handle by the operating system?

A. Uniprogramming systems
B. Unitasking systems
C. Uniprocessing systems
D. None of these

Answer B

Q11. Which folder contains the recently viewed web pages content?

A. Explorer
B. Temporary Internet Files
C. History
D. Windows

Answer B

Q12. A common boundary between two computer systems is known as .....

A.Intradiction
B.Surface
C.Interface
D.None Of The Above

Answer C

Q13. Which one is an example of connectionless protocols?

A.TCP

B.UDP

C.IPX/SPX

D.Frame Relay

Answer B

Q14. The desktop operating system is also called a .....

A.Single user operating system
B.Client operating system
C.Multi user operating system
D.Embedded operating system

Answer B

Q15. In what mode can only one program be executed at one time?

A.Virtual Real

B.Compatibility

C.Real

D.Protected

Answer C

Q16. What is the name of the technique in which the operating system of a computer executes several programs concurrently by switching back and forth between them?

A). Paging
B). Windowing
C). Partitioning
D). Multitasking

Answer D

Q17. Virtual memory is _____?

A). An extremely large secondary memory
B). An illusion of an extremely large memory
C). An extremely large main memory
D). A type of memory used in Super Computers

Answer B

Q18. Which of the following are services provided by the operating systems?

A). Program creation and execution
B). Providing access to hardware and resources
C). Internal and external error detection
D). All of the above

Answer D

19. A page fault occurs when _____?

A). The page is not in main memory
B). One tries to divide a number by 0
C). The page is in main memory
D). The page is corrupted by application software

Answer A

Q20. Which part of the operating system is responsible for CPU scheduling?

A). Main memory manager
B). I/O system manager
C). System call
D). None of the above

Answer D

Q1. Thrashing

(A) Can be caused by poor paging algorithms
(B) Always occur on large computers
(C) Can always be avoided by swapping
(D) Is a natural consequence of virtual memory system

Answer A

Q2. A critical section is a program segment

(A) Which must be enclosed by a pair of semaphore operations, P and V

(B) Where shared resources are accessed

(C) Which avoids deadlocks

(D) Which should run in a certain specified amount of time

Answer B

Q3. Spooling is most beneficial in multi-programming environment where

(A) There is limited primary memory and need for secondary memory
(B) Jobs are evenly divided as I/O bound and CPU bound
(C) Most jobs are I/O bound
(D) Most jobs are CPU-bound

Answer B

Q4. Unsafe states are?

A. Not Deadlocks
B. Deadlocks
C. Livelocks
D. None of these

Answer A

Q5. The release and request of resources are a type of which of the following?

A. System calls
B. I/O interrupts.
C. command lines
D. None

Answer A

Q6. A binary semaphore has a value of

A. 0

B. 1

C. -1

D. 2

Answer B

Q7. The process scheduler in the processor management unit

(A) Co-ordinates the process synchronization
(B) Selects a process to run
(C) Selects a job to run
(D) Gives all submitted jobs to the job scheduler

Answer B

Q8. Turnaround time is defined as

(A) Waiting time
(B) Delay between job submission and job completion
(C) Both (a) and (b)
(D) None of these

Answer B

Q9. Special software to create a job queue is called

(A) Linkage editor
(B) Interpreter
(C) Spooler
(D) Drive

Answer C

Q10. Block cache and buffer cache are used

(A) To speed up main memory read operation
(B) To increase the capacity of the main memory
(C) To handle interrupts
(D) To improve disk performance

Answer D

Q11. Which of the following(s) is/are the characteristic(s) of UNIX?

(A) Multi user
(B) Multi tasking
(C) Kernel Manages data
(D) All of these

Answer D

Q12. The operating system as a devices management keeps track of devices, channels and control units is called as

(A) I/O receiver
(B) I/O traffic controller
(C) I/O manager
(D) I/O dispatch