

- 1: (b) Uniprocessing systems
- 2: (d) All of the above
- 3: (a) fork
- 4: (d) All of the above
- 5: (a) When process is scheduled to run after some execution
- 6: (b) Communication between two processes
- 7: (a) Each process is blocked and will remain so forever
- 8: (d) PID of child process
- 9: (a) wait
- 10: (b) Program Counter
- 11: (d) Bootstrap Program
- 12: (b) Throughput
- 13: (d) The current activity of the process
- 14: (b) Old
- 15: (b) Data Structure
- 16: (c) Process Table
- 17: (d) The number of processes in memory
- 18: (a) Only one task at a time
- 19: (a) Job Queue
- 20: (a) It is placed in an I/O queue
- 21: (a) It selects which process has to be brought into the ready queue
- 22: (c) empty, little
- 23: (c) It selects which process to remove from memory by swapping
- 24: (b) It selects which process has to be executed next and allocates CPU
- 25: (c) The frequency of their execution
- 26: (a) block
- 27: (b) Ready State
- 28: (c) More than one process resides in the memory
- 29: (a) Ready State
- 30: (d) Context switch time
- 31: (c) Scheduler Process
- 32: (c) Race Condition
- 33: (a) Blocked to Running
- 34: (d) Virus cannot be detected.
- 35: (c) Integer variable
- 36: (d) All of the above
- 37: (b) They require busy waiting
- 38: (b) block()
- 39: (a) Its magnitude is the number of processes waiting on that semaphore
- 40: (c) Critical section code