1: (a) Dispatcher
2: (b) Ready Queue
3: (b) Turnaround Time
4: (a) First Come First-Served Scheduling
5: (a) CPU is allocated to the process with highest priority
6: (b) Currently Running Process
7: (b) Round Robin Scheduling Algorithm
8: (d) Multilevel Queue Scheduling Algorithm
9: (d) All of the above
10: (a) A process can move to a different classified ready queue
11: (b) User Level Thread
12: (b) Multiprogramming Operating Systems
13: (b) Destroying
14: (b) Banker's Algorithm
15: (a) Resource Allocation Graph
16: (a) Time
17: (a) I/O Burst, CPU Burst
18: (c) Many very short CPU bursts
19: (c) Many very long CPU bursts
20: (c) Ready, Short Term
21: (d) All of the above
22: (c) The time to stop one process and start running another one
23: (a) Increase CPU utilization
24: (a) Increase the throughput
25: (d) All of the above
26: (d) The total time from the completion till the submission of a process
27: (b) Decrease the turnaround time
28: (b) The total time spent in the ready queue
29: (c) Decrease the waiting time
30: (b) The total time taken from the submission time till the first response is produced
31: (c) Decrease the response time
32: (b) Preemptive scheduling
33: (a) Using very large time slices converts it into First come First served scheduling algorithm
34: (a) Assigning ready processes to CPU
35: (a) Are very appropriate for very large computers
36: (b) First executes the job that came in first in the queue
37: (b) Preemptive Scheduling
38: (c) Both (a) and (b)
39: (a) TQ = 15ms
40: (c) First Come First Served
41: (b) Shortest Job First
42: (b) Shortened; Lengthened
43: (b) Round Robin

44: (b) SJF
45: (c) Pre-emptive Scheduling
46: (a) FCFS
47: (a) Put tasks in I/O wait
48: (a) With the least processor needs
49: (a) Spooler
50: (d) Any of the above