QUIZ

Total points 8/8

CSE B FROM 1.00-2.00PM ON 13-1-2022

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✓ CPU fetches the instruction from memory according to the value of _____ * 2/2

- (●) a) program counter ✓
- ( ) b) status register
- ( ) c) instruction register
- ( ) d) program status word

✓ Which one of the following is the address generated by CPU? * 2/2

- a) physical address
- b) absolute address
- ◉ c) logical address ✓
- d) none of the mentioned

✓ Run time mapping from virtual to physical address is done by _____ * 2/2

- ◉ a) Memory management unit ✓
- b) CPU
- c) PCI
- d) None of the mentioned

✓ With relocation and limit registers, each logical address must be _____ the limit register. * 2/2

- ◉ a) less than ✓
- b) equal to
- c) greater than
- Option 4

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QUIZ

Total points 6/8

CSE B FROM 11.00-12.00AM ON 14-1-2022

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✓ What is Address Binding? * 2/2

- a) going to an address in memory
- b) locating an address with the help of another address
- c) binding two addresses together to form a new address in a different memory space
- d) a mapping from one address space to another ✓

✗ Binding of instructions and data to memory addresses can be done at _____ * 0/2

- a) Compile time
- b) Load time ✗
- c) Execution time
- d) All of the mentioned

Correct answer

- d) All of the mentioned

✓ If the process can be moved during its execution from one memory segment to another, then binding must be _____ * 2/2

- a) delayed until run time ✓
- b) preponed to compile time
- c) preponed to load time
- d) none of the mentioned

✓ What is the advantage of dynamic loading? * 2/2

- a) A used routine is used multiple times
- b) An unused routine is never loaded ✓
- c) CPU utilization increases
- d) All of the mentioned

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QUIZ

Total points 6/8

CSE B FROM 1.00-2.00PM ON 20-1-2022

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✓ When memory is divided into several fixed sized partitions, each partition may contain _____ * 2/2

- (●) a) exactly one process ✓
- ( ) b) at least one process
- ( ) c) multiple processes at once
- ( ) d) none of the mentioned

✓ In fixed size partition, the degree of multiprogramming is bounded by _____ * 2/2

- (●) a) the number of partitions ✓
- ( ) b) the CPU utilization
- ( ) c) the memory size
- ( ) d) all of the mentioned

✓ If a higher priority process arrives and wants service, the memory manager can swap out the lower priority process to execute the higher priority process. When the higher priority process finishes, the lower priority process is swapped back in and continues execution. This variant of swapping is sometimes called? * 2/2

- ( ) a) priority swapping
- ( ) b) pull out, push in
- (●) c) roll out, roll in ✓
- ( ) d) none of the mentioned

✗ In contiguous memory allocation _____ * 0/2

- ○ a) each process is contained in a single contiguous section of memory
- ○ b) all processes are contained in a single contiguous section of memory
- ◉ c) the memory space is contiguous ✗
- ○ d) none of the mentioned

Correct answer

- ◉ a) each process is contained in a single contiguous section of memory

QUIZ

Total points 12/16

CSE B FROM 11.00-12.00PM ON 21-1-2022

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✓ A solution to the problem of external fragmentation is _____ * 2/2

- (●) a) compaction ✓
- ( ) b) larger memory space
- ( ) c) smaller memory space
- ( ) d) none of the mentioned

✓ _____ is generally faster than _____ and _____ * 2/2

- (●) a) first fit, best fit, worst fit ✓
- ( ) b) best fit, first fit, worst fit
- ( ) c) worst fit, best fit, first fit
- ( ) d) none of the mentioned

✓ External fragmentation exists when? * 2/2

- (●) a) enough total memory exists to satisfy a request but it is not contiguous ✓
- ( ) b) the total memory is insufficient to satisfy a request
- ( ) c) a request cannot be satisfied even when the total memory is free
- ( ) d) none of the mentioned

✓ External fragmentation will not occur when? * 2/2

- ( ) a) first fit is used
- ( ) b) best fit is used
- ( ) c) worst fit is used
- (●) d) no matter which algorithm is used, it will always occur ✓

✓ When the memory allocated to a process is slightly larger than the process, then _____ * 2/2

- (●) a) internal fragmentation occurs ✓
- ( ) b) external fragmentation occurs
- ( ) c) both internal and external fragmentation occurs
- ( ) d) neither internal nor external fragmentation occurs

✓ Another solution to the problem of external fragmentation problem is to _____ * 2/2

- (●) a) permit the logical address space of a process to be noncontiguous ✓
- ( ) b) permit smaller processes to be allocated memory at last
- ( ) c) permit larger processes to be allocated memory at last
- ( ) d) all of the mentioned

✗ The disadvantage of moving all process to one end of memory and all holes to the other direction, producing one large hole of available memory is _____ * 0/2

- ( ) a) the cost incurred(Context switch time increase)
- (●) b) the memory used ✗
- ( ) c) the CPU used
- ( ) d) all of the mentioned

Correct answer

- (●) a) the cost incurred(Context switch time increase)

✗ In contiguous memory allocation _____ * 0/2

- ○ a) each process is contained in a single contiguous section of memory
- ○ b) all processes are contained in a single contiguous section of memory
- ◉ c) the memory space is contiguous ✗
- ○ d) none of the mentioned

Correct answer

- ◉ a) each process is contained in a single contiguous section of memory

Q 3.	The register context and stacks of a thread are deallocated when the thread?	a) terminates b) blocks c) unblocks d) spawns	A
Q 4.	A thread is also called _____	a) Light Weight Process(LWP) b) Heavy Weight Process(HWP) c) Process d) None of the mentioned	A
Q 5.	A heavy weight process _____	a) has multiple threads of execution b) has a single thread of execution c) can have multiple or a single thread for execution d) none of the mentioned	A
Q 6.	A process having multiple threads of control implies _____	a) it can do more than one task at a time b) it can do only one task at a time, but much faster c) it has to use only one thread per process d) none of the mentioned	B
Q 7.	Multithreading on a multi – CPU machine _____	a) decreases concurrency b) increases concurrency c) doesn't affect the concurrency d) can increase or decrease the concurrency	(B)
Q 8.	The kernel is _____ of user threads.	a) a part of b) the creator of c) unaware of d) aware of	(B)
Q 9.	When the event for which a thread is blocked occurs,	a) thread moves to the ready queue b) thread remains blocked c) thread completes d) a new thread is provided	
Q 10.	Which of the following is not an advantage about thread?	a) Threads minimize the context switching time. b) Use of threads provides concurrency within a process.	
		c) kernel is single threaded d) All of the above	(C)
Q 11.	Which of the following is true about kernal level thread?	a) Implementation is by a thread library at the user level. b) Kernel-level threads are slower to create and manage. c) Multi-threaded applications cannot take advantage of multiprocessing. d) Both B and C	
Q 12.	Which of the following is true about user level thread?	a) User level thread is specific to the operating system. b) User-level routines themselves can be multithreaded. c) User-level threads are faster to create and manage. d) All of the above	

Q 13.	In a pure Kernel Level Thread facility all of work of thread management is done by the	a) Application b) Program c) Kernel d) thread	(c)
		d) thread	
Q 14.	The model in which one user-level thread is mapped to many kernel level threads is called _____	a) Many to One model b) One to Many model c) Many to Many model d) One to One model	
Q 15.	In the Many to One model, if a thread makes a blocking system call _____	a) the entire process will be blocked b) a part of the process will stay blocked, with the rest running c) the entire process will run d) none of the mentioned	(a)
Q 16.	The One to One model allows	a) increased concurrency b) decreased concurrency c) increased or decreased concurrency d) concurrency equivalent to other models	(a)
Q 17.	Which of the following is the drawback of the One to One Model?	a) increased concurrency provided by this model b) decreased concurrency provided by this model c) creating so many threads at once can crash the system d) creating a user thread requires creating the corresponding kernel thread	(D)
Q 18.	When is the Many to One model at an advantage?	a) When the program does not need multithreading b) When the program has to be multi-threaded c) When there is a single processor d) None of the mentioned	(c)

How many times the following C program prints hello?
 	
main()
{
fork(); printf("hello");fork();
}
	a) 1
	b) 2
	c) 4
	d) 8

What is the output of the following code?
 	
#include <stdio.h>
#include <unistd.h>
int main()
{
if (fork() || fork())
fork();
printf("1 ");
return 0;
}
	a) 10110
	b) 11
	c) 11111
	d) 111111

How many child processes will be created by the following code:
 	
#include <stdio.h>
#include <unistd.h>
int main()
{
fork(); fork(); fork(); fork();
	a) 8
	b) 7
	c) 16
	d) 15

S No	Question	Option	Answer
Q 1.	Which one of the following is not shared by threads?	a) program counter b) stack c) both program counter and stack d) none of the mentioned	c
Q 2.	A process can be _____	a) single threaded b) multithreaded c) both single threaded and multithreaded d) none of the mentioned	c
Q 3.	The register context and stacks of a thread are deallocated when the thread?	a) terminates b) blocks c) unblocks d) spawns	a
Q 4.	A thread is also called _____	a) Light Weight Process(LWP) b) Heavy Weight Process(HWP) c) Process d) None of the mentioned	a
Q 5.	A heavy weight process _____	a) has multiple threads of execution b) has a single thread of execution c) can have multiple or a single thread for execution d) none of the mentioned	b
Q 6.	A process having multiple threads of control implies _____	a) it can do more than one task at a time b) it can do only one task at a time, but much faster c) it has to use only one thread per process d) none of the mentioned	a