



**Q(1): Check in Black only one of the choices following each statement.**

**1. Which of the following actions is an I/O operation?**

<input type="radio"/> 1- Blocking	<input type="radio"/> 2- Dispatching.	<input checked="" type="radio"/> <b>3- Suspending.</b>	<input type="radio"/> 4- all of the previous	<input type="radio"/> 5- none of the previous
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**2. The reason(s) for moving a process from the running state to the ready state is (are):**

<input type="radio"/> 1- the running process has reached the maximum allowable time.	<input checked="" type="radio"/> <b>4- all of the previous</b>
<input type="radio"/> 2- the OS assigns different levels of priority to different Processes.	<input type="radio"/> 5- none of the previous
<input type="radio"/> 3- the process freely release control of the processor.	

**3. The amount of time that the process has been waiting belongs to:**

<input type="radio"/> 1- Process identification.	<input type="radio"/> 2- Processor State Information.	<input checked="" type="radio"/> <b>3- Process Control Information.</b>
<input type="radio"/> 4- all of the previous.	<input type="radio"/> 5- none of the previous	<input type="radio"/>

**4. The contents of the Program status word (PSW) belongs to:**

<input type="radio"/> 1- Process identification.	<input checked="" type="radio"/> <b>2- Processor State Information.</b>	<input type="radio"/> 3- Process Control Information.
<input type="radio"/> 4- all of the previous.	<input type="radio"/> 5- none of the previous	<input type="radio"/>

**5. The reason(s) for moving a process from the running state to the blocked state is (are):**

<input checked="" type="radio"/> <b>1- to wait for another process to provide data.</b>	<input type="radio"/> 4- all of the previous
<input type="radio"/> 2- the process freely release control of the processor.	<input type="radio"/> 5- none of the previous
<input type="radio"/> 3- An interrupt occurs.	

**6. a process in secondary memory and awaiting an event, then it is in the:**

<input type="radio"/> 1- Blocked state	<input type="radio"/> 2- Ready/Suspend state	<input checked="" type="radio"/> <b>3- Blocked/Suspend state</b>	<input type="radio"/> 4- all of the previous
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**7. The Process Image is:**

<input type="radio"/> 1- the process instructions	<input type="radio"/> 2- The data needed by the process	<input type="radio"/> 3- stacks	<input type="radio"/> 4- some attributes
<input checked="" type="radio"/> <b>5- all of the previous</b>	<input type="radio"/> 6- none of the previous		

**8. the kernel**

<input type="radio"/> 1- A portion of the OS residents in main memory	<input checked="" type="radio"/> <b>4- all of the previous</b>
<input type="radio"/> 2- contains the most frequently used functions in the OS	<input type="radio"/> 5- none of the previous
<input type="radio"/> 3- is the nucleus of the OS	

**9. Which of the following systems handles multiple interactive jobs:**

<input type="radio"/> 1- multiprogramming systems	<input checked="" type="radio"/> <b>2- time sharing systems</b>	<input type="radio"/> 3- batch processing systems
<input type="radio"/> 4- all of the previous	<input type="radio"/> 5- none of the previous	<input type="radio"/>

**10. which of the following problems raised to the OS due to the development of time sharing and multiprogramming systems**

<input type="radio"/> 1- processes protection	<input type="radio"/> 2- file system protection	<input type="radio"/> 3- resources contention	<input checked="" type="radio"/> <b>4- all of the previous</b>
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**11. .... is a small program that switches the processor from one process to another.**

<input type="radio"/> 1- the OS	<input type="radio"/> 2- the Interrupt handler	<input checked="" type="radio"/> <b>3- Dispatcher</b>	<input type="radio"/> 4- all of the previous
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**12. Logging on to a computer system lead to:**

<input checked="" type="radio"/> <b>1- the creation of a process</b>	<input type="radio"/> 2- the termination of a process	<input type="radio"/> 3- swapping the process	<input type="radio"/> 4- all of the previous
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**13. when a process requires more memory than the system can provide, the OS:**

<input type="radio"/> 1- creates a process	<input type="radio"/> 2- suspends the process	<input checked="" type="radio"/> <b>3- terminates the process</b>	<input type="radio"/> 4- all of the previous
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14. when a process tries to access a memory location that it is not allowed to access, this means:

<input type="radio"/> 1- Memory unavailable	<input checked="" type="radio"/> 2- <b>Bounds violation</b>	<input type="radio"/> 3- Protection error	<input type="radio"/> 4- all of the previous
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15. Which of the following can terminate a process?

<input type="radio"/> 1- The OS	<input type="radio"/> 2- A process	<input type="radio"/> 3- The user	<input checked="" type="radio"/> 4- <b>all of the previous</b>
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16. A process that cannot execute until some event occurs is in the:

<input type="radio"/> 1- New state	<input checked="" type="radio"/> 2- <b>Blocked state</b>	<input type="radio"/> 3- Suspend state	<input type="radio"/> 4- all of the previous
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17. a process in secondary memory and awaiting an event, then it is in the:

<input type="radio"/> 1- Blocked state	<input type="radio"/> 2- Ready/Suspend state	<input checked="" type="radio"/> 3- <b>Blocked/Suspend state</b>	<input type="radio"/> 4- all of the previous
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18. in the five state model the Blocked state is added so that

<input type="radio"/> 1- a running process can be suspended to dispatch a higher priority process.	<input type="radio"/> 4- all of the previous
<input checked="" type="radio"/> 2- <b>processes waiting for some event can be moved to it.</b>	<input type="radio"/> 5- none of the previous
<input type="radio"/> 3- the OS can release sufficient main memory space to bring in a process that is ready to execute	

**Q(2):** Put  $\checkmark$  in front of the right statements and  $\times$  in front of the wrong statements and correct them.

- The process is the key tool that enables the OS to support multiple processes. **False process control block**
- When a parent process terminates, all child processes associated with that parent terminate. **False may be terminated**
- A process in the new state is not yet loaded into main memory and its PCB has been created. **True**
- It is common that all of the processes in memory are waiting for some events to occur. **True**
- When all of the processes in auxiliary storage are in the Blocked state, the OS can suspend one process and transferring it to main memory. **False The contrary main memory to auxiliary storage**
- Swapping is an I/O operation, and therefore it will degrade the system performance. **False enhance**
- When a process makes a call to an OS service, the processor's mode is set to the kernel mode. **true**
- Time overrun means the process has run longer than the specified total time limit. **False Time limit exceeded**
- Memory unavailable the process tries to access a memory location that it is not allowed to access. **False Bounds violation**
- Condition codes are registers containing the results of the most recent arithmetic or logical operation. **true**
- The processor creates and manages the process control block (PCB). **False by the OS**

12. Time limit exceeded means a process has waited longer than a specified maximum for a certain event to occur. **False Time overrun**
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13. Protection error means the process attempts to execute a nonexistent instruction. **False Invalid instruction**
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14. Swapping is an I/O operation, and therefore it will usually degrade the system performance. **False will usually enhance performance**
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15. The OS uses memory tables to manage and control the processes. **false**
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### Q(3): Answer the following questions

1) **What are the steps involved in creating the process?**

- Assign a unique process identifier:
- Allocate space for the process:
- Initialize process control block
- Set up appropriate linkages
- Create or expand other data structures

2) **What happens when none of the processes in main memory is in the Ready state?**

When none of the processes in main memory is in the Ready state, the OS swaps one of the blocked processes out onto disk into a suspend queue (suspended).

The OS then brings in another process from the suspend queue, or it honors a new-process request.

3) **What data structures does the OS need to control processes and manage resources for them?**

Memory Tables

File Tables

Process Table

I/O Tables

Process Control Block

4) **Mention the three general categories a process control block information can be grouped into.**

Process identification

Processor state information

Process control information

5) **What is the reason for using two modes of execution?**

- It is necessary to protect the OS and key operating system tables from interference by user programs.

6) **How does the processor know in which mode of execution it is to be executing?**

- there is a bit in the program status word (PSW) that indicates the mode of execution.

7) **Mark each of the following as either PI for process identification information, PS for process state information, or PC for process control information. (6 marks)**

a) ..... PID

- b) ..... Stack Pointers
- c) ..... Process priveleges
- d) ..... Process state (state of process, such as ready, running, etc.)
- e) ..... User-visible registers
- f) ..... Parent ID

a) PI    b) PS   c) PC   d) PC   e) PS   f)PI

8) B) Sketch a diagram for the seven process state model. You must give the name of the transition, the from-state, and the to-state.the mark will be given to the correct state transition

