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2018

Time: 3Hrs

Full Marks: 80

Candidates are required to give their answers in their own words as far as practicable.

The questions are of equal value.

Answer five questions in which Q. No. 1 is compulsory.

- 1. Choose the correct answer:
 - (a) In the memory hierarchy of operation system, which is the fastest accessible memory?
 - (i) CPU Register
 - (ii) Disk
 - (iii) Main memory
 - (iv) Cache Memory
 - (b) What are Commands?
 - (i) Specific instructions for performing a particular task
 - (ii) Part of the Operating System
 - (iii) Part of the shell
 - (iv) Special instruction
 - (c) Process is
 - (i) Program
 - (ii) Schedule entity

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- (iii) Instance of Program
- (iv) All of the above
- (d) Kernel of an Operating System is
 - (i) Software
 - (ii) Hardware
 - (iii) Firmware
 - (iv) None of the above
- (e) Which of the following is not the approach to handling Deadlocks
 - (i) Deadlock prevention
 - (ii) Deadlock avoidance
 - (iii) Detect and Recover
 - (iv) Virtual Memory
- (f) Operating System manages
 - (i) Memory
 - (ii) Processor
 - (iii) I/O device
 - (iv) All of the above
- (g) Thread handling is achieved in
 - (i) Hardware layer
 - (ii) Hardware abstraction level
 - (iii) Kernel
 - (iv) System interface

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- (h) Unix operating system is an
 - (i) Multiuser o/s
 - (ii) Time sharing o/s
 - (iii) Multitasking o/s
 - (iv) All of the above
- 2. What do you mean by "Operating System"? What are the different types of Operating System? Explain.
- 3. What are the benefits of a Multiuser Operating System as against a Single-User Operating System? Explain.
- 4. Describe the concept of process state and process control block (PCB)? What is the use of Process Control Block?
- 5. Discuss the Round Robin Scheduling policy with its merits and demerits. What is the impact of the quantum of time slice on the system performance?
- 6. Define Semaphore. Explain how Semaphores work. How can these be used to achieve mutual exclusion and condition synchronization?
- 7. What do you mean by deadlock? How does deadlock avoidance differ from deadlock preventation?
- 8. Differentiate between any two of the following:
 - (a) Process and Threads
 - (b) Multiprocessor scheduling and Real time scheduling
 - (c) Linux and Windows Memory Management

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- (d) Spooling and Buffering.
- 9. Write shorts notes on any four of the following:
 - (a) Evolution of Operating System
 - (b) Principle of Concurrency
 - (c) Symmetric Multiprocessing
 - (d) UNIX Concurrency Mechanism
 - (e) RAID
 - (f) Solaries Thread and SMP Management
