OS - Module 2 - Important Questions (Lengthy Module)

- 1. Define Process
- 2. Define Process Scheduling
- 3. Define Deadlock
- 4. Define Thread
- 5. Define co-operating processes
- 6. Define Race Condition
- 7. Define Critical Section
- 8. List scheduling queues (Job Queue , Ready Queue , Device or I/O Queue)
- 9. List types of schedulers (short-term scheduler, long-term scheduler & medium-term scheduler)
- 10. List CPU scheduling algorithms (FCFS , SJF, SRTN, Priority-based, Round-Robin, Multi-level queue , Multi-level feedback queue)
- 11. Explain process states with a diagram (new , ready , running, waiting , terminated) 6 Marks
- 12. Explain Process Control Block (PCB) with a block diagram 6 or 7 Marks
- 13. Explain Context Switching with diagram 6 or 7 marks
- 14. Concept of CPU Burst & I/O Burst
- 15. Compare Thread & Process
- 16. Write advantages of using multiple threads 6 marks
- 17. Explain types of schedulers with a block diagram 6 Marks
- 18. Differentiate Pre-emptive and non pre-emptive scheduling 2 or 4 marks
- 19. Explain various Scheduling Criteria NB 6 Marks
- 20. Explain Scheduling algorithms with examples (FCFS , SJF , SRTN, Priority-based , Round-Robin) Sometimes problems may be asked to find out average waiting time NB (6 to 9 Marks)
- 21. Explain multi-level queue & multi-level feedback queue scheduling
- 22. Explain critical section problem
- 23. List and explain the requirements for the solution to a critical section problem (Mutual Exclusion, Progress & Bounded Waiting)
- 24. List and explain necessary conditions for deadlock (Mutual exclusion, Hold & Wait , No preemption , circular wait) NB 6 marks
- 25. Explain Resource Allocation Graph (RAG) NB 6 or 7 Marks
- 26. Dead Lock Handling Methods (Deadlock Prevention , Deadlock Avoidance , Deadlock detection & recovery) Individual methods may be asked as essay questions NB 6 to 8 marks