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BUTEX

Operating System Basics

9 of 20 points

Prepared by Mustakim Billah Bedar



✗ 6. The operating system uses to help the CPU coordinate processes. *0/1

- ☐ interrupt request
- ☐ Accumulator
- ☐ Instruction register
- ☒ Temporary register



Correct answer

- ☒ interrupt request

✓ 10. What is the high speed memory between the main memory and the CPU called? *1/1

- ☒ Cache Memory
- ☐ Virtual Memory
- ☐ Storage Memory
- ☐ Register Memory



✗ 1. MIPS stands for *

0/1

- ☒ Memory Instruction Per Second
- ☐ Memory Instruction Per System
- ☐ Millions instructions per second
- ☐ Million Instruction per System



Correct answer

- ☒ Millions instructions per second

✓ 17. Which scheduling algorithm allocates the CPU first to the process that requests the CPU first?

*1/1

- ☐ shortest job scheduling
- ☒ first-come, first-served scheduling
- ☐ none of the mentioned
- ☐ priority scheduling



✗ 18. Core part of an OS is called *

0/1

- ☒ register
- ☐ PCB
- ☐ kernel
- ☐ system call



Correct answer

- ☒ kernel

✓ 9. To get the physical address from the logical address generated by CPU *1/1
we use_____

- ☐ Overlays
- ☐ MAR
- ☐ TLB
- ☒ MMU



✗ 7. The transfer between CPU and Cache is *

0/1

- ☐ Block transfer
- ☐ Word transfer
- ☒ Associative transfer
- ☐ Set transfer

✗

Correct answer

- ☒ Word transfer

✓ 4. Computers ability to use disk storage as memory is called.....? *

1/1

- ☐ Disk Memory
- ☒ Virtual Memory
- ☐ Cache Memory
- ☐ None

✓

✓ 11. What does MBR stand for? *

1/1

- ☐ Memory Buffer Routine
- ☐ Main Buffer Register
- ☐ Main Buffer Routine
- ☒ Memory Buffer Register

✓



✗ 14. Whenever a request to the page that is not present in the main memory is accessed _____ is triggered. *0/1

- ☒ Request
- ☐ Page fault
- ☐ None of the mentioned
- ☐ Interrupt

✗

Correct answer

- ☒ Page fault

✗ 19. The___calls certain procedures on remote systems and is used to perform synchronous or asynchronous interactions between systems. *.../1

- ☐ Procedure
- ☐ RPC
- ☐ Function
- ☒ DB

✗

No correct answers



✗ 12. The process wherein the processor constantly checks the status flags *0/1
is called as _____

☒ Inspection

✗

☐ Reviewing

☐ Polling

☐ Echoing

Correct answer

☒ Polling

✓ 3. Which part of the computer performs logical operations? *

1/1

☐ None

☐ Both

☐ Control Unit

☒ ALU

✓



✗ 16. The register which keeps track of the execution of a program and which contains the memory address of the instruction currently being executed is known as..... *0/1

- ☐ accumulator
- ☒ program register
- ☐ program counter
- ☐ instruction register

✗

Correct answer

- ☒ program counter

✓ 20. A “glue” between client and server parts of application. * 1/1

- ☒ Middleware
- ☐ Firmware
- ☐ Package
- ☐ System Software

✓



✗ 15. Which register usually store the output generated by ALU in several arithmetic and logical operations? *0/1

- ☐ Accumulator
- ☐ Stack Pointer
- ☐ Special Function Register
- ☒ Timer Register

✗

Correct answer

- ☒ Accumulator

✗ 2. Which technique is preferable for huge data transfer between I/O and Memory? *0/1

- ☐ DMA
- ☒ Cache Memory
- ☐ All of the above
- ☐ Memory Mapped I/O

✗

Correct answer

- ☒ Memory Mapped I/O



✗ 8. Cache Memory is implemented using the DRAM chips. *

0/1

☒ True



☐ False

Correct answer

☒ False

✓ 13. The situation wherein the data of operands are not available is called_____

*1/1

☒ Data hazard



☐ Deadlock

☐ Stock

☐ Structural hazard

✓ 5. The number of clock cycles per second is referred as *

1/1

☒ Clock speed



☐ Clock timing

☐ Clock frequency

☐ Clock rate

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