



## OS Chapter 12 MC

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|---|---|
| 1. A(n) __ file is a sequence of functions  | source  |
| 2. A(n) __ file is a sequence of bytes organized into blocks understandable by the system's linker.   | object  |
| 3. A(n) __ file is a series of code sections that the loader can bring into memory and execute.   | executable  |
| 4. In an environment where several processes may open the same file at the same time, the OS typically uses __ internal table(s) called...  | two internal tables called the system-wide and per-process tables to keep track of open files |
| 5. Suppose that the operating system uses two internal tables to keep track of open files. Process A has two files open and process B has three files open. Two files are shared between the two processes. How many entries are in the per process table of process A, the per process table of process B, and the system wide tables, respectively? | 2, 3, 3   |
| 6. A shared lock behaves like...  | a reader lock   |
| 7. An exclusive lock behaves like...  | a writer lock   |
| 8. The simplest file access method is __  | sequential access   |
| 9. A __ is used on UNIX systems at the beginning of some files to roughly indicate the type of the file   | magic number  |
| 10. Which of the following is true of the direct access method?<br><br>A) It is the most common mode of access.<br>B) It allows programs to read and write records in no particular order.<br>C) Files are made up of variable-length records.  | It allows programs to read and write records in no particular order                           |



**D) It is not a good method for accessing large amounts of data quickly.**

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11. Which of the following is true of the three structured directory structure? It is the most common directory structure
- A) Users cannot create their own subdirectories.
  - B) Users cannot acquire permission to access the files of other users.
  - C) Directories can share subdirectories and files.
  - D) It is the most common directory structure.
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12. An acyclic-graph directory structure... allows the sharing of subdirectories and files
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13. The path name `/home/people/os-student/chap10.txt` is an example of... an absolute path-name
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14. The UNIX file system uses which of the following consistency semantics? Writes to an open file by a user are visible immediately to other users that have the file open at the same time
- A) Writes to an open file by a user are not visible immediately to other users that have the file open at the same time.
  - B) Once a file is closed, the changes made to it are visible only in sessions starting later.
  - C) Users are not allowed share the pointer of current location into the file.
  - D) Writes to an open file by a user are visible immediately to other users that have the file open at the same time.
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15. Which of the following is a key property of an immutable file? The file name may not be reused
- A) The file name may not be reused.
  - B) The contents of the file may be altered.
  - C) It is difficult to implement in a distributed system.
  - D) The file name may be reused.



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16. Which of the following is not considered a classification of users in connection with each file? current user
- A) owner
  - B) current user
  - C) group
  - D) universe
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17. \_\_\_ is a secure, distributed naming mechanism. Lightweight directory access protocol (LDAP)
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18. app.exe is an example of a(n) executable file
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19. A mount point is... the location within the file structure where the file system is to be attached
- 
20. \_\_\_ is/are not considered a difficulty when considering file sharing reliability
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21. Which of the following is not considered a file attribute? Resolution
- A) Name
  - B) Size
  - C) Resolution
  - D) Protection
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22. The path name os-student/src/vm.c is an example of... a relative path name
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23. Which of the following statements regarding the client-server model is true? A remote file system may be mounted
- A) A remote file system may be mounted.
  - B) The client-server relationship is not very common



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**with networked machines.**

**C) A client may only use a single server.**

**D) The client and server agree on which resources will be made available by servers.**

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