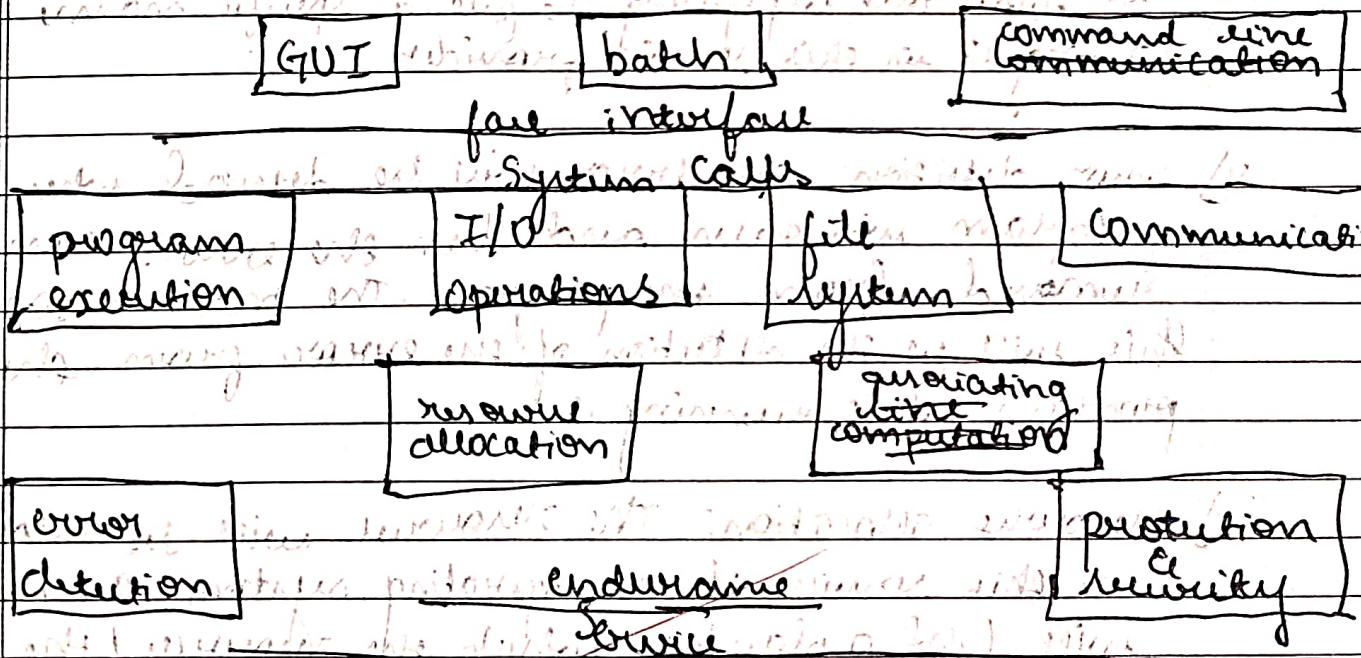
2C80328

D D M M Y Y Y Y

1)

a) Operating system means where the storage of the operating systems are placed in the computer where the types can be used for the function of the items.




i) Program execution: The program execution means where the programs where we will write will be executed in the end of the program.

ii) I/O operations: The I/O operations will be carried out in the service of operating system such as keyboards, printers and disk drives.

iii) Communication: The communication is used in the

operating system where the signals will be carried out in the system. The signals can be tracked by the communication.

iv) file system:- The file system is used where the files will be stored in this service provider. The files can be taken out by giving the file a specific name and saving it in this service provider.

v) error detection:- The error will be detected when the program will run and then the errors can be removed from the program. The main reason for this will be the detection of the errors from the program while running it.

vi) resource allocation:- The resource will be allocated in this service of the operating system. The resource will find a place in which the resource / the files can be allocated.

vii) protection and security:- The user will have to use this service of the operating system where the system will be protected and the files can be stored safely by using this it will be more safely secured.

viii) accounting:- The accounting can be done by when the accounting of the operating system will be accounted with the service of the whole block

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iv) Operating system:- This is the main thing where the system will be rested and this service will help in the operating of the system.

2)

b)

| i) Multi-processor system | Multi processed clustered systems |
|---|---|
| *) The Multi-processor system will help in the most accomodation of more time will be taken in this | *) Multi clustered system the accomodation time be taken is less time integrate several machines in one time. |
| *) The multi-processor system | *) The clustered system will remove the Hardware clusters will be used in the making of the systems of the multi-clustered systems. |
| *) The processor is slower as this is a single processor which runs. | *) The Hardware clusters will reduce the performance rate in the devices. |
| *) Multi-processor system can be single entity consisting of the a multi-processor. | *) The device clusters make both the systems work together as the Hardware part also. |
| *) In multi-processor only the system will work to give the output of the processor | *) Two types of clusters: a) Synchronous b) Asynchronous |
| *) The advantage of multi processor is increase through put | |

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ii) Multi-programming

*) In this the programs can be done in 2 or more times at a single device.

*) The program the processor is slower as the signal reside in the temporary memory while execution

*) It is not a time saving task as the time required for multi programming is more.

*) Jobs are subset of Jobspool

Multi-tasking

*) In this the tasking of the device can be done at a same time is known as multi-tasking.

*) Multi-tasking cycles as follows the concept of the context switching

*) It is time saving as the task assigned switches regularly

*) The user gives the input via keyboard or more

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3)

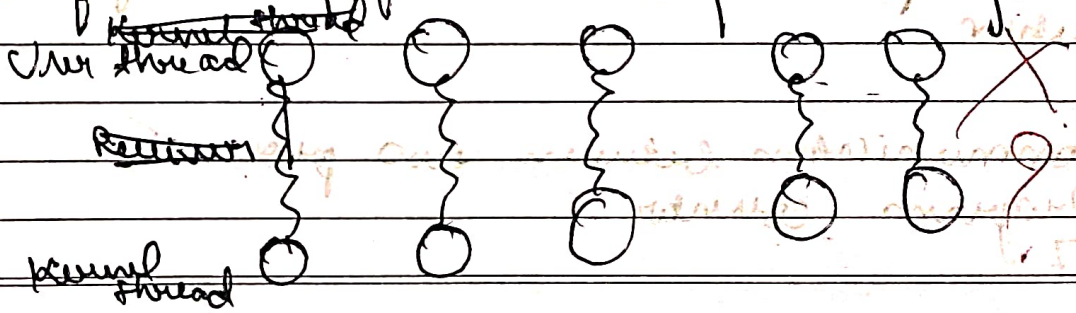
a) Inter prows communication means the prows in which the memory will be carried in the form of signals will be interrupted and will can add or remove that signals this is called as inter prows communication.

| Message passing | Shared memory |
|---|---|
| i) In this the message will be passed on from one to another. | ii) In this the memory will be shared from one device to another. |
| ii) The messag which is passed can be opened by giving the messag a spcific name. | ii) the shared memory cannot be opened by the user cannot see the memory. |

3)

b) i) Many to many
ii) Many to One
iii) One to One

i) Many to many can be used in the threading of sending from many to many.



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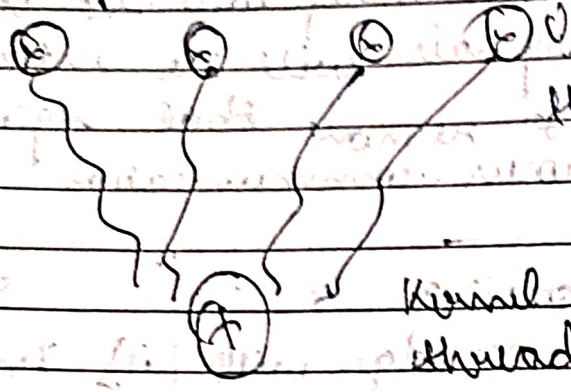
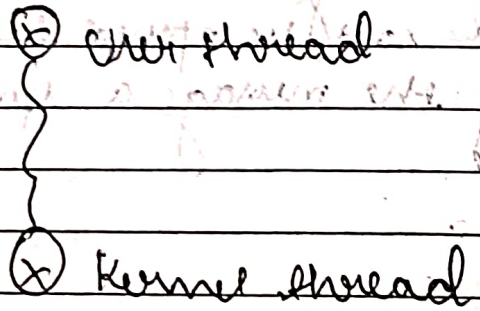
ii) Many to one in which the thread can be used from many user threads to one Kernel thread




iii) One to one in which the thread can be used from one user thread to one Kernel thread




Quiz:-

1) a) fork

2) a) as when process is scheduled to run after some execution

3) b) Communication between two process

4) b) Program counter

5) d) 7