CSE332 Operating Systems

End - Semester Examination

Question 1:

In this code, the thread classes and functions are defined in the thread header file. A new thread object is then created by passing code to be called into the constructor object. First the object is created and then a new thread launched that executes the code.

Question 2:

In fixed and dynamic partitioning schemes, there is an overhead of compaction as well as poor match between available partition sizes and process sizes. Therefore, we use the Buddy system where the entire space available is treated as a single block of 2U.

In memory allocation, we define global vectors to define size of pairs. Hash map is used to store the starting address as key value. Initially we have a whole block available after which we calculate the index in the list to see if the block is available. If no block is found no memory space is available. If found, we divide the block into two halves and push them in the free list.