

# Operating System Sheet FOR SDE Interviews

( RIDDHI DUTTA )

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- Q1. What is the difference between process and thread?
- Q2. What are the benefits of multithreaded programming?
- Q3. What is Virtual Memory? How is it implemented?
- Q4. What is Paging & Segmentation? (VVI)
- Q5. What is Page Fault? How to handle it?
- Q6. Implement LRU Cache.
- Q7. Implement LFU Cache.
- Q8. What is Thrashing? (VVI)
- Q9. What is Belady's Anomaly?
- Q10. What is a semaphore?
- Q11 . Differences between mutex and semaphore?
- Q12. What is a Critical Section?
- Q13. What is a deadlock? (VVI)
- Q14. What are the necessary conditions for deadlock?
- Q15. Implement a deadlock situation using JAVA.
- Q16. Do you know about Process Scheduling ? Explain Priority Scheduling with examples and graph.
- Q17. Why do we need scheduling?
- Q18. How will you implement Priority Scheduler ? Write and Explain the code.
- Q19. What is Race around Condition?