Question 1

分数: 1

Which of the following is able to describe a computation at the highest level of abstraction?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. C++ code 正确 |  |
|  | b. logic Gates 错误 |  |
|  | c. machine code 错误 |  |
|  | d. C code 错误 |  |

正确

这次提交的分数：1/1。

Question 2

分数: 1

Which of t he following Visual C++ objects are contained within a "Project"?   
 I.Files      II.Visual C++ Solutions          III.Flow charts

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. II and III only 错误 |  |
|  | b. I, II and III 错误 |  |
|  | c. II only 错误 |  |
|  | d. I only 正确 |  |

正确

这次提交的分数：1/1。

Question 3

分数: 1

When using a debugger to find the cause of a program's incorrect behavior,

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. it is often necessary to start the program multiple times under the debugger 正确 |  |
|  | b. the faulty code fragment must first be identified 错误 |  |
|  | c. it is fastest to start by stopping the debugger long before the behavior appears 错误 |  |
|  | d. the program is usually executed to the point at which the behavior occurs and then executed backwards to find the cause 错误 |  |

正确

这次提交的分数：1/1。

Question 4

分数: 1

Compared to a sequence of machine code instructions, a fragment of C code

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. describes the actions of the computer, not just of the CPU 错误 |  |
|  | b. may describe the same algorithm 正确 |  |
|  | c. does not engage any transistors during its execution 错误 |  |
|  | d. is the native way to program most computers 错误 |  |

错误

这次提交的分数：0/1。

Question 5

分数: 1

Which of the following does a debugger do?

   1. Analyze the source code to find programming errors.  
   2. Decode machine code generated by a compiler.  
   3. Stop execution of a program.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and III only 错误 |  |
|  | b. III only 错误 |  |
|  | c. II and III only 正确 |  |
|  | d. I, II, and III. 错误 |  |

错误

这次提交的分数：0/1。

Question 6

分数: 1

Integrated programming environments make it difficult to mix and match tools from different sources. This is

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. good, because it ensures compilation is not done incrementally by accident 错误 |  |
|  | b. good, because tools from different sources cannot be made to interact with each other 错误 |  |
|  | c. bad, because all the tools will then have the same user interface 错误 |  |
|  | d. bad, because no single vendor is likely to be the source of all the best tools 正确 |  |

正确

这次提交的分数：1/1。

Question 7

分数: 1

Consider the following fragment of C++ source code.  
    String msg; unsigned int x; int y;  
    cin >> msg >> x >> y;  
    cout << x + y;

   Which of the following is (are) true regarding execution of the segment?

   1. The input statement will always take the same amount of time to execute.  
   2. The output statement will always be executed immediately after the input statement.  
   3. If x and y are both positive, an integer greater than both will be printed.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. none 正确 |  |
|  | b. II only 错误 |  |
|  | c. I and II only 错误 |  |
|  | d. II and III only 错误 |  |

正确

这次提交的分数：1/1。

Question 8

分数: 1

In Visual C++, a Win32 Console Application is

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. the simplest type of application Visual C++ can generate 正确 |  |
|  | b. built by using sophisticated "Application Wizards" 错误 |  |
|  | c. a program that is able to control the operating system of a windows computer 错误 |  |
|  | d. the status window of the Visual C++ environment 错误 |  |

正确

这次提交的分数：1/1。

Question 1

分数: 1/1

Which of the following numerical operations is most likely to lead to loss of precision?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. Integer addition 错误 |  |
|  | b. Integer multiplication 错误 |  |
|  | c. Floating-point multiplication 错误 |  |
|  | d. Floating-point addition 正确 |  |

正确

这次提交的分数：1/1。

Question 2

分数: 0/1

What is the value of the following C expression?  
0x1234 ^ 0x5432

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. 0x1030 错误 |  |
|  | b. 0x5636 错误 |  |
|  | c. 0x4606 正确 |  |
|  | d. 0x5434 错误 |  |

错误

这次提交的分数：0/1。

Question 3

分数: 1/1

How is -10 (decimal) represented in an 8-bit 2's complement binary format?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. 11110110 正确 |  |
|  | b. 11110101 错误 |  |
|  | c. 11111010 错误 |  |
|  | d. 10001010 错误 |  |

正确

这次提交的分数：1/1。

Question 4

分数: 1/1

Which of the following statements about floating-point numbers in C is true?  
I. Floating-point numbers are often only approximations of real numbers.  
II. A 32-bit float only approximates decimal fractions, but a 64-bit double represents them exactly.  
III. Floating-point numbers can represent any rational real number but not irrationals.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and III only 错误 |  |
|  | b. I and II only 错误 |  |
|  | c. I only 正确 |  |
|  | d. II only 错误 |  |

正确

这次提交的分数：1/1。

Question 5

分数: 1/1

What happens in a C program when an addition would cause integer overflow?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. An incorrect result is produced and execution continues. 正确 |  |
|  | b. An exception-handler is called with the two operands as parameters. 错误 |  |
|  | c. The correct value is coerced to a floating point number. 错误 |  |
|  | d. Execution is terminated. 错误 |  |

正确

这次提交的分数：1/1。

Question 6

分数: 1/1

Which of the following could be represented by one bit of information?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. the color of a single pixel on a true-color computer display 错误 |  |
|  | b. the position of a light switch 正确 |  |
|  | c. the current channel of a television receiver 错误 |  |
|  | d. an ASCII character 错误 |  |

正确

这次提交的分数：1/1。

Question 7

分数: 1/1

What is the purpose of the exponent in floating point numbers?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. to specify the base as binary, octal, or hexadecimal 错误 |  |
|  | b. the mantissa is raised to the power of the exponent 错误 |  |
|  | c. to indicate where the decimal or binary point should be 正确 |  |
|  | d. to specify the superscript 错误 |  |

正确

这次提交的分数：1/1。

Question 8

分数: 1/1

In C, using default floating point settings, what happens when a floating-point computation results in an overflow?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. An erroneous value is computed and execution continues. 错误 |  |
|  | b. Program execution is halted. 错误 |  |
|  | c. An exception is raised unless disabled by calling \_controlfp(). 错误 |  |
|  | d. A special value "infinity" is computed, testable with \_finite(). 正确 |  |

正确

这次提交的分数：1/1。

Question 9

分数: 1/1

What is the value of the following C expression?  
0x1234 & 0x5432

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. 0x1030 正确 |  |
|  | b. 0x1111 错误 |  |
|  | c. 0x5636 错误 |  |
|  | d. 0x6666 错误 |  |

正确

这次提交的分数：1/1。

Question 10

分数: 1/1

In a computer with 4-byte words, which of the following C expressions tests whether ptr contains the address of a word?  
I. (ptr & 3) == 0  
II. (ptr | 3) == 0  
III. (ptr % 4) == 0

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. II only 错误 |  |
|  | b. I only 错误 |  |
|  | c. I and III only 正确 |  |
|  | d. III only 错误 |  |

正确

这次提交的分数：1/1。

Question 11

分数: 1/1

In C, what is the following binary number in hexadecimal?  
11010101

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. 0xB5 错误 |  |
|  | b. 0xD5 正确 |  |
|  | c. 0x5D 错误 |  |
|  | d. 0xAB 错误 |  |

正确

这次提交的分数：1/1。

Question 12

分数: 1/1

How is 46 (decimal) represented in an 8-bit 2's complement binary format?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. 00101110 正确 |  |
|  | b. 00011110 错误 |  |
|  | c. 01000110 错误 |  |
|  | d. 00101100 错误 |  |

正确

Question 1

分数: 1/1

The program counter contains

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. the amount of memory a program is currently using 错误 |  |
|  | b. the address of the CPU instruction that is about to be fetched 正确 |  |
|  | c. the number of times a program has been executed 错误 |  |
|  | d. the number of CPU instructions a program has executed so far 错误 |  |

正确

这次提交的分数：1/1。

Question 2

分数: 1/1

Which of the following is a good reason (are good reasons) to equip the CPU with small amounts of fast memory?   
  
I.To make the design of the compiler simpler   
II.To make some CPU instructions smaller   
III.To make some CPU instructions faster

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I, II, and III 错误 |  |
|  | b. III only 错误 |  |
|  | c. II only 错误 |  |
|  | d. II and III only 正确 |  |

正确

这次提交的分数：1/1。

Question 3

分数: 1/1

11.Which of the following must be true if a program is stopped at a specific line within the Visual C++ debugger?   
  
I.There is at least one breakpoint enabled.   
II.There is a breakpoint enabled on that line.   
III.There is a breakpoint enabled on the line preceding that line.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and III only 错误 |  |
|  | b. none 正确 |  |
|  | c. I only 错误 |  |
|  | d. I and II only 错误 |  |

正确

这次提交的分数：1/1。

Question 4

分数: 1/1

Programs compiled for an Intel Pentium processor do not execute properly on a SPARC processor from Sun Microsystems because

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. the memory of a SPARC CPU is numbered from top to bottom 错误 |  |
|  | b. the operation codes understood by the two processors are different 正确 |  |
|  | c. the assembly mnemonics for the same "opcode" are different in the two processors 错误 |  |
|  | d. copyrights regarding code cannot be violated 错误 |  |

正确

这次提交的分数：1/1。

Question 5

分数: 1/1

Within Visual C++, which of the following will reveal the value of a variable when the program is stopped at a breakpoint?   
  
I.Placing the mouse pointer over the variable name in the source file window.   
II.Inserting a printf() in the program.   
III.Typing the variable name on the "Watch" window.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and III only 正确 |  |
|  | b. I, II, and III 错误 |  |
|  | c. III only 错误 |  |
|  | d. II and III only 错误 |  |

正确

这次提交的分数：1/1。

Question 6

分数: 1/1

Immediately after the CPU executes an instruction that is neither a branch nor a jump instruction, the program counter

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. remains unchanged 错误 |  |
|  | b. is incremented to point to the following instruction 正确 |  |
|  | c. is incremented by one 错误 |  |
|  | d. has a value that cannot be determined without further information 错误 |  |

正确

这次提交的分数：1/1。

Question 7

分数: 1/1

A CPU register is a word of CPU memory that

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. is explicitly loaded and unloaded from normal memory by compiler-generated instructions 正确 |  |
|  | b. records the results of periodic CPU diagnostics 错误 |  |
|  | c. is automatically loaded when a CPU instruction refers to a word of normal memory 错误 |  |
|  | d. houses a critical variable for the duration of the execution of a program 错误 |  |

正确

这次提交的分数：1/1。

Question 8

分数: 1/1

Which of the following computations may be performed by exactly one CPU instruction?  
  
1. a = 5;  
2. a = b + c \* 5;  
3. for (i = 0; i < 10; i += a[i++]);

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I only 正确 |  |
|  | b. I, II, and III 错误 |  |
|  | c. I and II only 错误 |  |
|  | d. II only 错误 |  |

正确

这次提交的分数：1/1。

Question 9

分数: 0/1

Suppose that, using a tool such as the memory window of Visual C++, we found that a certain set of contiguous memory locations contained the integer 0xC605CD623A8365000000. What could these memory locations hold?  
  
1. the integer 0xC605CD623A8365000000  
2. a string  
3. a CPU instruction

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. III only 错误 |  |
|  | b. I and II only 错误 |  |
|  | c. I only 错误 |  |
|  | d. I, II, and III 正确 |  |

错误

这次提交的分数：0/1。

Question 10

分数: 1/1

A branch instruction

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. sets the program counter to one of two possible values 正确 |  |
|  | b. unconditionally sets the program counter to its operand 错误 |  |
|  | c. increases the program counter by a fixed amount 错误 |  |
|  | d. sets the program counter to one of many possible values 错误 |  |

正确

这次提交的分数：1/1。

Question 11

分数: 1/1

A jump instruction

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. unconditionally sets the program counter to its operand 正确 |  |
|  | b. changes the program counter only if its operand is equal to zero 错误 |  |
|  | c. changes a pointer to point to the next element of an array 错误 |  |
|  | d. increases the program counter 错误 |  |

正确

这次提交的分数：1/1。

Question 12

分数: 1/1

The machine code generated from source code by a compiler

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. associates variable values with their names 错误 |  |
|  | b. can be easily inspected to check the correctness of the compiler 错误 |  |
|  | c. does not preserve all the information given in the source code 正确 |  |
|  | d. executes more quickly than the source code 错误 |  |

正确

这次提交的分数：1/1。

Question 13

分数: 1/1

Which of the following are true of the effect that optimizations have on the machine code generated by compilers?   
  
I.The resulting code will be faster and/or smaller.   
II.The resulting code will be clearer.   
III.The resulting code will be harder to debug.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and II only 错误 |  |
|  | b. I and III only 正确 |  |
|  | c. I, II, and III 错误 |  |
|  | d. I only 错误 |  |

正确

这次提交的分数：1/1。

Question 1

分数: 1/1

In C, assuming that an int takes 4 bytes, if array a is declared as follows and a has the value 0x10000, what is the value of the expression a + 2?  
  
int a[12];

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. 8 plus the contents of location 0x10000 错误 |  |
|  | b. 0x10002 错误 |  |
|  | c. 0x10004 错误 |  |
|  | d. 0x10008 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 2

分数: 1/1

The Visual C++ Memory window displays

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. the names and values of variables in memory, interpreted in one of several ways 错误 |  |
|  | b. the names and values of variables in memory, interpreted as 32-bit integers no matter what the variables' types 错误 |  |
|  | c. the contents of memory, interpreted as 32-bit integers, without the associated variable names 错误 |  |
|  | d. the contents of memory, interpreted in one of several ways, without the associated variable names 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 3

分数: 1/1

Consider the following code fragment.  
  
int a;  
int b;  
int main(int argc, char \*argv[]) {  
int c;  
int d;  
...  
/\* some code \*/  
}  
  
Which of the following must be true?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. The value of &d is closer to the value of &c than to the value of &a. 正确 |  |
|  | b. The values of \*a and \*b are closer to each other than the values of \*c and \*d. 错误 |  |
|  | c. The value of \*d is closer to the value of \*c than to the value of \*a. 错误 |  |
|  | d. The values of &a and &b are closer to each other than the values of &c and &d. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 4

分数: 1/1

Consider the following code.  
  
char a[100];  
a[99] = \*((char \*) (((int) &a[0]) + 4))  
  
If integers are 32 bits wide, which of the following values is equal to a[99]?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. a[0] + 4 错误 |  |
|  | b. a[4] 正确 |  |
|  | c. the integer stored in the bytes a[4], a[5], a[6] and a[7] 错误 |  |
|  | d. a[3] 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 5

分数: 1/1

Which of the following statements about alignment within C struct's is true?  
  
1. Alignment may cause the allocation of unused space.  
2. Alignment is required by all modern processors.  
3. Alignment can help processors access data more efficiently.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I, II, and III 错误 |  |
|  | b. I only 错误 |  |
|  | c. II and III only 错误 |  |
|  | d. I and III only 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 6

分数: 1/1

In C, assuming that an int takes 4 bytes, how many bytes are required to represent the following array?  
  
int a[12];

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. 44 错误 |  |
|  | b. 52 错误 |  |
|  | c. 12 错误 |  |
|  | d. 48 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 7

分数: 1/1

Given the following declaration and initialization of s, what is the value of the expression s[6]?  
  
char s[] = "string";

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. an unpredictable value 错误 |  |
|  | b. 'g' 错误 |  |
|  | c. '\n' 错误 |  |
|  | d. '\0' 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 8

分数: 1/1

Given the address of a C struct at runtime, how is the address of a member element in the struct determined?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. The struct consists of an array of pointers to the elements of the struct. 错误 |  |
|  | b. A linear search is made from the base address of the struct. 错误 |  |
|  | c. A constant offset associated with the member is added to the address. 正确 |  |
|  | d. The element name is looked up in a symbol table. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 9

分数: 1/1

In one computer, the bytes with addresses A, A+1, A+2 and A+3 contain the integer 256, and the variable declared with int \* a; has the value A. In a different computer, the bytes with addresses B, B+1, B+2 and B+3 also contain the integer 256, and the variable declared with int \* b has the value B. Which of the following are necessarily true?

The contents of A+1 are equal to the contents of B+1.

The contents of A+1 are equal to the contents of B+2.

\*a == \*b

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I only 错误 |  |
|  | b. III only 正确 |  |
|  | c. II and III only 错误 |  |
|  | d. I and III only 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 10

分数: 1/1

We want the variable factorialfunc to hold the address of the first instruction of the following function:  
  
int factorial(int n) {  
if (n == 1) return n;  
return n \* factorial(n -1);  
}  
  
How would we declare the variable?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. we can't: C cannot extract the addresses of instructions. 错误 |  |
|  | b. factorial() \* factorialfunc; 错误 |  |
|  | c. int (\*factorialfunc)(int); 正确 |  |
|  | d. int (int) \* factorialfunc 错误 |  |

Question 1

分数: 1/1

Consider the following segment of C source code.   
int a = 8;  
int b = \*&a;  
What is the value of variable b at the end of execution of the segment?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. (int) &b 错误 |  |
|  | b. a 正确 |  |
|  | c. (int) &a 错误 |  |
|  | d. &a 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 2

分数: 1/1

When executing a function callee(), which of the following are true regarding the value of the frame pointer?

 I.It marks the top of the stack frame of the function that invoked callee().   
 II.It marks the bottom of the stack frame of callee()   
 III.It is the top of the stack.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I only 错误 |  |
|  | b. III only 错误 |  |
|  | c. I and II only 正确 |  |
|  | d. II only 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 3

分数: 1/1

Consider the following program.   
int i;  
int \* jp = &i;  
void main(int i, char \* argv[]) {  
printf("%d %d\n", (int) &i, (int) jp);  
}  
Which of the following describes what it prints?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. two very different integers 正确 |  |
|  | b. two values, one 4 greater than the other 错误 |  |
|  | c. two integers that are exactly the same 错误 |  |
|  | d. nothing: it will not compile because it is ambiguous 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 4

分数: 1/1

In one computer, the bytes with addresses A, A+1, A+2 and A+3 contain the integer 256, and the variable declared with int \* a; has the value A. In a different computer, the bytes with addresses B, B+1, B+2 and B+3 also contain the integer 256, and the variable declared with int \* b has the value B.

 In a computer in which both addresses and integers are 32 bits wide, how many bytes of memory will the compiler allocate for following code fragment?

int a;  
int \* b = &a;

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. 4 错误 |  |
|  | b. 32 错误 |  |
|  | c. 0 错误 |  |
|  | d. 8 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 5

分数: 1/1

Activation records are organized in stacks because

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. they are seldom needed during program execution. 错误 |  |
|  | b. stacks allow activation records to be pushed and popped in any order. 错误 |  |
|  | c. functions need to access all the variables of the functions that call them. 错误 |  |
|  | d. stacks are simple enough for the hardware to manage. 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 6

分数: 1/1

Consider the following program segment.   
int factorial(int \* arg) {  
    int n = \*arg;  
    if (n == 1) return n;  
    return n \* factorial(n - 1);  
}  
 When the segment is executed, the variable n is allocated to

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. many addresses that were chosen by the compiler 错误 |  |
|  | b. just one address, and it was chosen by the compiler 错误 |  |
|  | c. just one address, and it is not known to the compiler 错误 |  |
|  | d. many addresses none of which is known to the compiler 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 7

分数: 1/1

Consider the program given below.

    #include   
    int callee(void) {  
        int count = 5;  
        printf("%d ", (int) &count);  
        return count;  
    }  
    int main (int argc, char \*argv[]) {  
        int count = 4;  
        count = callee();  
        printf("%d ", (int) &count);     
        return 0;  
    }

Which of the following describes the output of the program?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. 5 is printed twice on the same line. 错误 |  |
|  | b. Two different integers are printed, and the value of neither can be determined from the information given. 正确 |  |
|  | c. One integer is printed twice, and its value cannot be determined from the information given. 错误 |  |
|  | d. 5 and 4 are printed, in that order on the same line. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 8

分数: 1/1

What does the following program print?

    int callee(int \* count) {  
        count++;  
        return \*count;  
    }  
    int main (int argc, char \*argv[]) {  
        int count = 4;  
        int retval;  
        retval = callee(&count);  
        printf("%d", retval);  
        return 0;  
    }

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. 8 错误 |  |
|  | b. 5 错误 |  |
|  | c. 4 错误 |  |
|  | d. cannot be determined from the information given. 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 9

分数: 1/1

Consider the following function.

    int factorial(int n) {  
        if (n == 1) return n;  
        return n \* factorial(n - 1);  
    }

How many activation records are "popped" when it is invoked by the expression factorial(4)?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. 1 错误 |  |
|  | b. 0 错误 |  |
|  | c. 5 错误 |  |
|  | d. 4 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 10

分数: 1/1

What does the following program print?

void callee(int \* count) {  
    (\*count)++;  
}  
int main (int argc, char \*argv[]) {  
    int count = 4;  
    callee(count);  
    printf("%d", count);  
    return 0;  
}

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. 8 错误 |  |
|  | b. 4 错误 |  |
|  | c. nothing: it will not compile successfully 正确 |  |
|  | d. 5 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 11

分数: 1/1

Consider the following program.   
int i;  
int j = 1;  
int callee(int number) {  
int plusone;  
plusone = number + 1;  
return plusone;  
}  
int main (int argc, char \*argv[]) {  
if (j == 1) return callee(i);  
return j;  
}  
Which of the following are allocated in the activation record immediately after the function callee() is invoked?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. i, j and number only. 错误 |  |
|  | b. plusone and number only. 正确 |  |
|  | c. plusone only. 错误 |  |
|  | d. i only. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 12

分数: 1/1

Consider the following program.   
int square(int \* arg) {  
int n = \* arg;  
return n \* n;  
}  
int main (int argc, char \* argv[]) {  
int arg = strtol(argv[1], NULL, 0);  
return square(arg);  
}  
When it is executed with the argument 5, the variable n is allocated to

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. exactly one address chosen by the compiler. 错误 |  |
|  | b. exactly one address not known to the compiler. 正确 |  |
|  | c. many addresses chosen by the compiler. 错误 |  |
|  | d. many addresses neither of which are known to the compile 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 13

分数: 1/1

What is printed as a result of execution of the following program?

    #include <stdio.h>  
    void callee(int \* count) {  
        (\*count)++;  
    }  
    int main (int argc, char \*argv[]) {  
        int count = 4;  
        callee(&count);  
        printf("%d", count);  
        return 0;  
    }

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. It cannot be determined from the information given. 错误 |  |
|  | b. 8 错误 |  |
|  | c. 4 错误 |  |
|  | d. 5 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 14

分数: 1/1

At which of the following times is an activation record created?   
 I.When a program starts executing.   
 II.Every time a function is invoked.  
 III.When a variable is declared.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. II and III only 错误 |  |
|  | b. III only 错误 |  |
|  | c. II only 错误 |  |
|  | d. I and II only 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 1

分数: 1

Which of the following are true about statically allocated data in C programs?  
  
1. Its location is chosen by the compiler.  
2. Its location may change during execution if more memory is required.  
3. Its location is not known directly but can be found in a static symbol table.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. III only. 错误 |  |
|  | b. I only. 正确 |  |
|  | c. I and II only. 错误 |  |
|  | d. II and III only. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 2

分数: 1

A memory leak is caused by a

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. failure to free allocated memory 正确 |  |
|  | b. function that allocates a large amount of memory from the heap 错误 |  |
|  | c. bug in which too much memory is allocated, causing internal fragmentation 错误 |  |
|  | d. bug in the memory allocator that fails to free memory 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 3

分数: 1

In C, local variables allocated inside functions are allocated

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. in a fifo 错误 |  |
|  | b. in static storage 错误 |  |
|  | c. in the heap 错误 |  |
|  | d. on the stack 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 4

分数: 1

Suppose a compiler uses static storage to store all variables, function parameters, saved registers, and return addresses. Which of the following language features can this compiler support?   
I. Local variables.   
II. Function calls.   
III. Recursion.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I only 错误 |  |
|  | b. II only 错误 |  |
|  | c. I and II only 正确 |  |
|  | d. I, II, and III 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 5

分数: 1

The key feature of implicit memory management is that memory is freed automatically. Which of the following features of C make(s) it difficult to add support for implicit memory management in C?   
I.Pointers are not always initialized.   
II.Type casting makes it impossible to know when a value could be a pointer.   
III. C programs can allocate memory at runtime.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. II only 错误 |  |
|  | b. III only 错误 |  |
|  | c. I and II only 正确 |  |
|  | d. I only 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 6

分数: 1

Which of the following features apply to standard heap allocation in C?   
I.The size of heap objects must be known at compile time.   
II.Heap memory must be explicitly allocated.   
III.Heap memory is deallocated when a function returns.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and III. 错误 |  |
|  | b. I and II only. 错误 |  |
|  | c. II only. 正确 |  |
|  | d. I only. 错误 |  |

错误

这次提交的分数：0/1。

回复历史：

Question 7

分数: 1

In this sequence of C statements   
  
long a[10];  
ptr = a + 5;  
\*ptr++ = x;  
the last line could be rewritten as

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. ptr = ptr + 1; \*ptr = x; 错误 |  |
|  | b. a[5] = x; ptr = ptr + 1; 正确 |  |
|  | c. ptr = x; \*ptr++; 错误 |  |
|  | d. a[6] = x; 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 8

分数: 1

7.Consider the following fragment of C code.   
int \*p = (int \*) calloc(100);  
int \*q = p;  
free(p);  
  
Immediately after executing it, which of the following are true about p and q?   
I.p and q are identical pointers to freed storage.   
II.p points to freed storage, and q points to an allocated block of size 100.   
III.p should not be free()d again, but invoking free(q) is all right.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. II only 错误 |  |
|  | b. II and III only 错误 |  |
|  | c. I only 正确 |  |
|  | d. III only 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 9

分数: 1

In C, to allocate an array of 100 longs on the heap you should write

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. long \*a = (long \*) malloc(100); 错误 |  |
|  | b. long \*a = (long \*) malloc(100 \* sizeof(long)); 正确 |  |
|  | c. long a[100] = (long \*) malloc(sizeof(a)); 错误 |  |
|  | d. long a[] = (long \*) malloc(100); 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 10

分数: 1

What is the value of an uninitialized pointer variable declared within a function?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. the value is undefined 正确 |  |
|  | b. 0xDEADBEEF 错误 |  |
|  | c. its last value from the previous call to the function 错误 |  |
|  | d. 0 (or NULL) 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 11

分数: 1

Consider a system in which memory consists of the following hole sizes in memory order:   
H0 H1 H2 H3 H4 H5 H6 H7   
10K 4KB 20KB 18KB 7KB 9KB 12KB 15KB   
  
and a successive segment request of   
a) 12 KB   
b) 10KB   
c) 9KB   
Which of the following sentences is true?   
I. First Fit algorithm allocates H2, H0, H3 for the mentioned request.   
II. Worst Fit algorithm allocates H2, H3, H7 for the mentioned request.   
III. Best Fit algorithm allocates H6, H0, H5 for the mentioned request.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and III only 错误 |  |
|  | b. II only 错误 |  |
|  | c. I, II, and III 正确 |  |
|  | d. II and III only 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 12

分数: 1

Consider the malloc() function. Which one of the following sentences is correct?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. The malloc() allocates the desired amount of memory on the stack 错误 |  |
|  | b. The malloc() returns the amount of memory allocated 错误 |  |
|  | c. The malloc() allocates the desired amount of memory on the heap 正确 |  |
|  | d. The allocated memory is only local to the function 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 1

分数: 1/1

In C, when a struct is freed,

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. a destructor function is called automatically to clean up. 错误 |  |
|  | b. no pointers within the struct are freed automatically. 正确 |  |
|  | c. any pointers within the struct are also freed automatically. 错误 |  |
|  | d. only those pointers within the struct that point into the heap are freed automatically. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 2

分数: 1/1

Consider the following fragment of C code.  
  
int \*p = (int \*) calloc(100);  
int \*q = p;  
free(p);  
  
Immediately after executing it, which of the following are true about p and q?  
  
1. p and q are identical pointers to freed storage.  
2. p points to freed storage, and q points to an allocated block of size 100.  
3. p should not be free()d again, but invoking free(q) is all right.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I only 正确 |  |
|  | b. II and III only 错误 |  |
|  | c. III only 错误 |  |
|  | d. II only 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 3

分数: 1/1

Why is it wrong to return the address of a local variable?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. The variable address is invalid after the return. 正确 |  |
|  | b. The local variable may be in a machine register. 错误 |  |
|  | c. It allows illegal access to the variable from arbitrary functions. 错误 |  |
|  | d. It is faster to return the value of the variable. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 4

分数: 1/1

A memory leak is caused by a

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. function that allocates a large amount of memory from the heap 错误 |  |
|  | b. bug in which too much memory is allocated, causing internal fragmentation 错误 |  |
|  | c. failure to free allocated memory 正确 |  |
|  | d. bug in the memory allocator that fails to free memory 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 5

分数: 1/1

A static variable by default gets initialized to

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. 1 错误 |  |
|  | b. 0 正确 |  |
|  | c. blank space 错误 |  |
|  | d. garbage value 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 6

分数: 1/1

what will be the output ?   
  
#include <stdio.h>  
void main(){

char \*p="Hello world!";  
int \*q;   
p++;   
q = (int \*)p;   
q++;   
printf("%s%s\n",p,q);

}

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. ello world! world! 正确 |  |
|  | b. Hello world!Hello world! 错误 |  |
|  | c. ello world!llo world! 错误 |  |
|  | d. Error 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 7

分数: 1/1

In C, calloc() differs from malloc() in that calloc()

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. detects memory allocation errors. 错误 |  |
|  | b. sets the contents of the block to zero before returning. 正确 |  |
|  | c. is faster. 错误 |  |
|  | d. allocates additional memory from the stack. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 8

分数: 1/1

The C expression a->b is equivalent to

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. (&a) + b 错误 |  |
|  | b. (\*a).b 正确 |  |
|  | c. \*(a + b) 错误 |  |
|  | d. (&a).b 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 9

分数: 1/1

In C, which of the following is the best way to detect when a pointer is freed twice?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. Modify free() to set the freed data to zero. 错误 |  |
|  | b. Keep a log of addresses that have been freed and scan the log before calling free(). 错误 |  |
|  | c. Flag all blocks as free or not, and check the flag when calling free(). 正确 |  |
|  | d. Set pointers to NULL after freeing them. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 10

分数: 1/1

To resolve memory leaks in C, one common approach is

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. to store the source code line whence each block is allocated. 错误 |  |
|  | b. to add padding before and after allocated memory blocks and to fill that memory with a known value. 错误 |  |
|  | c. to ensure that memory blocks are allocated only on word boundaries. 错误 |  |
|  | d. to check whether the number of calls to malloc() is greater than the number of calls to free(). 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 11

分数: 1/1

What properties of a variable are specified by the static keyword in C?   
I.The variable will be statically allocated.   
II.The variable name will be visible only to functions defined within the same file.   
III.The variable's value does not change very often. The compiler uses this fact to focus optimizations on other variables.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and II only. 正确 |  |
|  | b. I only 错误 |  |
|  | c. III only 错误 |  |
|  | d. I and III only. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 1

分数: 1/1

Reference counts used in implementations of garbage collectors count

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. the number of times a block has been allocated. 错误 |  |
|  | b. the number of pointers pointing to a block. 正确 |  |
|  | c. the number of times a block has been accessed. 错误 |  |
|  | d. the number of times a datum has been referenced inside each block. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 2

分数: 1/1

A garbage collector

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. frees all memory blocks that will not be accessed in the future. 错误 |  |
|  | b. removes old versions of local variables from the stack . 错误 |  |
|  | c. frees memory blocks that cannot be reached by dereferencing pointers. 正确 |  |
|  | d. frees memory blocks marked as "deleteable". 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 3

分数: 1/1

To quickly allocate and free many variables of a commonly used data type, we could

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. use sizes which are powers of two. 错误 |  |
|  | b. coalesce blocks when they are freed. 错误 |  |
|  | c. keep a linked list of free objects of that type's size. 正确 |  |
|  | d. minimize the size of the data type. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 4

分数: 1/1

A memory pool is a large block of memory from which small objects are allocated piecemeal by breaking them off from the pool as required. Under which of the following conditions would such a scheme result in greatly improved performance?   
I. All objects allocated from the pool are freed at around the same time.   
II. All objects allocated from the pool are of similar sizes.   
III. A garbage collector takes care of freeing memory.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I only. 正确 |  |
|  | b. III only. 错误 |  |
|  | c. I and II only. 错误 |  |
|  | d. II only. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 5

分数: 1/1

How does JAVA handle memory allocation?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. JAVA has a garbage collector that can be used or turned off. 错误 |  |
|  | b. Allocation and deallocation is completely shielded from the programmer. 错误 |  |
|  | c. Allocation and deallocation is the responsibility of the programmer. 错误 |  |
|  | d. JAVA always uses a garbage collector. 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 1

分数: 1/1

"Wall time" measures

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. the user time plus the system time. 错误 |  |
|  | b. the total duration of a program's execution. 正确 |  |
|  | c. the time a program spends waiting for input and output. 错误 |  |
|  | d. idle time. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 2

分数: 1/1

Which of the following are useful for observing program performance?  
I. Direct measurement with a stopwatch.   
II. Statistical Sampling.   
III. System Monitors

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. II and III only 错误 |  |
|  | b. I and III only 错误 |  |
|  | c. I and II only 错误 |  |
|  | d. I, II, and III 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 3

分数: 1/1

Which is a function call of C library?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. SetTimer 错误 |  |
|  | b. gettimeofday() 错误 |  |
|  | c. GetLocalTime 错误 |  |
|  | d. Clock() 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 4

分数: 1/1

In the process of Software Optimization Process, what should do first?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. Investigate causes of Hotspots 错误 |  |
|  | b. Modify application. 错误 |  |
|  | c. find the Hotspots 正确 |  |
|  | d. think of better Algorithm or using better Data structure 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 5

分数: 1/1

Which of the following is likely to offer the best performance improvement for programs that spend 50% of their time comparing strings?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. Be sure to use hardware string-comparison instructions. 错误 |  |
|  | b. Call a library function for string comparison. 错误 |  |
|  | c. Store strings uniquely so that pointer comparison can be used. 正确 |  |
|  | d. Write in-line code for string comparison to eliminate a procedure call. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 6

分数: 1/1

"CPU time" measures

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. the percentage utilization of the CPU by the system. 错误 |  |
|  | b. wall time 错误 |  |
|  | c. the time spent executing system functions. 错误 |  |
|  | d. the time spent by a program executing program instructions. 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 7

分数: 1/1

Amdahl's law, applied to program optimization, says that

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. program measurement is a prerequisite to optimization 错误 |  |
|  | b. each optimization about doubles a program's performance 错误 |  |
|  | c. algorithmic design is more important than code quality for performance 错误 |  |
|  | d. successive program optimizations tend to produce diminishing returns 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 8

分数: 1/1

what is TSC?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. A timer mechanism of C library 错误 |  |
|  | b. A timer mechanism of OS 错误 |  |
|  | c. A timer mechanism of x86 platform, which is the shortname of Time stamp counter 正确 |  |
|  | d. A system call of OS 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 9

分数: 1/1

Which of the following are advantages of using statistical sampling to profile programs?   
I.Exact run times of all functions can be determined.   
II.Code can be instrumented automatically.   
III.The performance impact due to measurement can be minimal.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I, II, and III 错误 |  |
|  | b. II and III only 正确 |  |
|  | c. I and II only 错误 |  |
|  | d. I and III only 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 10

分数: 1/1

General wisdom, expressed by the 80/20 rule, says that

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. algorithmic improvements account for the smallest amount of performance gain 错误 |  |
|  | b. most execution time is spent in a small amount of code 正确 |  |
|  | c. optimization can obtain between 20 and 80 percent improvement 错误 |  |
|  | d. 80% of the execution time is in the user interface, and 20% does the real work 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 11

分数: 1/1

Which of the following approaches towards optimizing programs is most advisable?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. Optimize after all functions are written and debugged. 正确 |  |
|  | b. Optimize main() first. 错误 |  |
|  | c. "Optimize as you go": make sure every function is optimized before writing the next one. 错误 |  |
|  | d. Optimize the more complex functions first. You did not answer this question. Correct answer is 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 1

分数: 1/1

Which of the following is likely to offer the best performance improvement for programs that spend 50% of their time comparing strings?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. Call a library function for string comparison. 错误 |  |
|  | b. Write in-line code for string comparison to eliminate a procedure call. 错误 |  |
|  | c. Be sure to use hardware string-comparison instructions. 错误 |  |
|  | d. Store strings uniquely so that pointer comparison can be used. 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 2

分数: 1/1

Read the following code, and How can we optimize it?  
void lower1(char \*s)  
{  
int i;  
for (i = 0; i < strlen(s); i++)   
if (s[i] >= 'A' && s[i] <= 'Z')  
s[i] -= ('A' - 'a');  
}

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. Reducing Procedure Calls 正确 |  |
|  | b. Enhancing Parallelism 错误 |  |
|  | c. Converting to Pointer Code 错误 |  |
|  | d. Loop Splitting 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 3

分数: 1/1

Which of the following is/are related to optimizing program performance by making it running fast  
I.By using faster algorithm  
II.By not using pointer  
III.By using data structure that ocupy less memory space

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. II and III only 错误 |  |
|  | b. I and II only 错误 |  |
|  | c. I, II, and III 错误 |  |
|  | d. I only 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 4

分数: 1/1

Which of the following is normal skill of making program run faster  
I.Reducing Procedure Calls  
II.Enhancing Parallelism  
III.Eliminating Unneeded Memory References

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and II only 错误 |  |
|  | b. I, II, and III 错误 |  |
|  | c. II and III only 错误 |  |
|  | d. all 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 5

分数: 1/1

On the following opinions of optimizing C programs,which is/are right?  
I. Just config the compiler in its optimizing setting, then nothing else need to to  
II. Understanding the feature of CPU is needless  
III.Everything can be done in the C level, so it is needless to know the assembly code

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. none 正确 |  |
|  | b. II and III only 错误 |  |
|  | c. I and II only 错误 |  |
|  | d. I only 错误 |  |

正确

这次提交的分数：1/1。

回复历史： Question 6

分数: 1/1

On profiling, which is/are wrong?  
I.GPROF is the profilling tool on Linux platform  
II. it can be used to estimate where time is spent in the program  
III. it can incorporate instrumentation code to determine how much time the different parts of the program require.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. II only 错误 |  |
|  | b. III only 错误 |  |
|  | c. I only 错误 |  |
|  | d. none 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 7

分数: 1/1

Which of the following approaches towards optimizing programs is most advisable?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. Optimize the more complex functions first. 错误 |  |
|  | b. Optimize main() first. 错误 |  |
|  | c. "Optimize as you go": make sure every function is optimized before writing the next one. 错误 |  |
|  | d. Optimize after all functions are written and debugged. 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 8

分数: 1/1

To quickly allocate and free many variables of a commonly used data type, we could

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. minimize the size of the data type. 错误 |  |
|  | b. use sizes which are powers of two. 错误 |  |
|  | c. coalesce blocks when they are freed. 错误 |  |
|  | d. keep a linked list of free objects of that type's size. 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 9

分数: 1/1

In order to optimizing program performance, we should know  
I. What is the hot spot  
II. Understanding features of that processor on which the program will run  
III. All the system calls that the program uses.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and II only 正确 |  |
|  | b. II and III only 错误 |  |
|  | c. I only 错误 |  |
|  | d. I, II, and III 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 10

分数: 1/1

Which of the following is not optimization technique? <!--[if !ppt]--><!--[endif]-->

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. constant folding 错误 |  |
|  | b. memory aliasing 正确 |  |
|  | c. code motion 错误 |  |
|  | d. loop unrolling 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 1

分数: 1/1

Compared to dynamic RAM (SRAM), disks are   
I.more expensive per megabyte. II.slower per word access. III.more persistent.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and III only. 错误 |  |
|  | b. II and III only. 正确 |  |
|  | c. II only. 错误 |  |
|  | d. I only. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 2

分数: 1/1

Compared to static RAM (SRAM), dynamic RAM (DRAM) is  
  
1. more expensive per megabyte.  
2. slower per word access.  
3. more persistent.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. II and III only. 错误 |  |
|  | b. I only. 错误 |  |
|  | c. I and III only. 错误 |  |
|  | d. II only. 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 3

分数: 1/1

Which of the following levels of a typical memory hierarchy transfers data in chunks of biggest size?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. they all transfer one byte at a time. 错误 |  |
|  | b. cache <--> main memory. 错误 |  |
|  | c. CPU registers <--> cache. 错误 |  |
|  | d. main memory <--> disk. 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 4

分数: 1/1

Which of the following manages the transfer of data between the CPU registers and the cache?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. Operating System. 错误 |  |
|  | b. Compiler. 正确 |  |
|  | c. Registry. 错误 |  |
|  | d. Hardware. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 5

分数: 1/1

Which of the following manages the transfer of data between the cache and main memory?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. Registry. 错误 |  |
|  | b. Operating System. 正确 |  |
|  | c. Compiler. 错误 |  |
|  | d. Hardware. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 6

分数: 1/1

A memory hierarchy

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. makes programs execute more slowly but allows them to be bigger. 错误 |  |
|  | b. is a way of structuring memory allocation decisions. 错误 |  |
|  | c. limits programs' size but allows them to execute more quickly. 错误 |  |
|  | d. takes advantage of the speed of SRAM and the capacity of disk. 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 7

分数: 1/1

Which of the following is (are) true of the concept of locality of reference?  
  
1. It is used to predict future memory references precisely, with the help of the compiler.  
2. It is a quality of typical programs.  
3. It has been mathematically proven.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I only 错误 |  |
|  | b. II only 正确 |  |
|  | c. II and III only 错误 |  |
|  | d. I and II only 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 8

分数: 1/1

Current technology trends suggest that the need for memory hierarchies

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. will never disappear. 正确 |  |
|  | b. will disappear once processors reach clock frequencies greater than about 1000MHz. 错误 |  |
|  | c. will disappear when "broadband" communications start delivering data over the internet at speeds greater than 1Mbps. 错误 |  |
|  | d. will disappear once DRAM speeds improve. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 9

分数: 1/1

Which of the following is necessarily true regarding the following code fragment?

a = b;

c = d;

if (e == 1) return;

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. It exhibits locality of reference because the variables are allocated near each other. 错误 |  |
|  | b. It exhibits no locality of reference. 错误 |  |
|  | c. It exhibits locality of reference but only when a == b. 错误 |  |
|  | d. It exhibits locality of reference no matter where the variables are allocated. 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 10

分数: 1/1

Which of the following levels of a typical memory hierarchy transfers data in chunks of smallest size?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. main memory <--> disk. 错误 |  |
|  | b. cache <--> main memory. 错误 |  |
|  | c. they all transfer one byte at a time. 错误 |  |
|  | d. CPU registers <--> cache. 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 1

分数: 1/1

LRU is an effective cache replacement strategy primarily because programs

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. none of the above 错误 |  |
|  | b. usually have small working sets 错误 |  |
|  | c. read data much more frequently than write data 错误 |  |
|  | d. exhibit locality of reference 正确 | Locality implies that the probability of accessing a location decreases as the time since the last access increases. By choosing to replace locations that haven't been used for the longest time, the least-recently-used replacement strategy should, in theory, be replacing locations that have the lowest probability of being accessed in the future. |

正确

这次提交的分数：1/1。

回复历史：

Question 2

分数: 1/1

Consider the following fragments from two versions of a program. Version A Version B   
  
// Version A   
for (i = 0 ; i < N ; i++ ) {  
Read(i);  
Calculate(i);  
Write(i);  
}  
  
  
// Version B   
for (i = 0 ; i < N ; i++ ) {  
Read(i);  
}  
for (i = 0 ; i < N ; i++ ) {  
Calculate(i);  
}  
for (i = 0 ; i < N ; i++ ) {  
Write(i);  
}  
  
Which of the following are true of version B, compared to version A?   
  
I B may be faster because of cache effects.   
II B may be slower because of cache effects.   
III B may execute at essentially the same speed as A.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and III only 错误 |  |
|  | b. I only 错误 |  |
|  | c. II and III only 错误 |  |
|  | d. I, II, and III 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 3

分数: 1/1

A program whose code and data together occupy fewer than 256 Kbytes is executed on a computer with a 512 Kbyte direct cache. Which of the following is true?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. There is no telling, from the information given, how many bytes will be fetched from main memory. 正确 |  |
|  | b. No bytes will be fetched from main memory 错误 |  |
|  | c. Some bytes, but at most 256 Kbytes, will be fetched from main memory. 错误 |  |
|  | d. Every instruction fetch will cause a cache miss. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 4

分数: 1/1

When the following code fragment is executed on a computer with 32-bit integers and a fully-associative cache with 32-byte cache lines, how many bytes of the array a will be fetched into the cache from main memory?   
int a[100];  
for (i = 0; i < 17; sum += a[i], i++);

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. exactly 32. 错误 |  |
|  | b. at most 68. 错误 |  |
|  | c. at most 96. 正确 |  |
|  | d. exactly 17. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 5

分数: 1/1

Your computer has 32-bit integers and a direct cache containing 128 32-byte cache lines. In the following code fragment, the compiler allocates a at address 0x800000 and b at address 0x801000. Before the execution of the code fragment, the arrays a and b have never been used, so they are not in the cache. What is the minimum number of bytes from each of the arrays a and b that could be fetched into the cache from main memory, during the execution of the code?   
int b[1024];  
int a[1024];  
for (i = 0; i < 17; sum += a[i] + b[i], i++);

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. 68 错误 |  |
|  | b. 17 错误 |  |
|  | c. 96 错误 |  |
|  | d. 1088 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 6

分数: 1/1

About the cache in a computer system, which is true  
(a) Every computer system has 3 level cache, that is L1, L2, L3 cache  
(b) Every computer systems' cache system have data cache and instruction cache  
(c) Every computer systems' cache system has 2 level cache, that is L1, and L2 cache  
(d) Every computer system's cache system has L1 and L2 cache inside CPU chip

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I only 错误 |  |
|  | b. none 正确 |  |
|  | c. I and III only 错误 |  |
|  | d. II and III only 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 7

分数: 1/1

A certain program is found to execute with a cache hit ratio of 0.90 on computer A, and of 0.95 on computer B. However, because of other design parameters of these computers, its wall time is the same in both A and B. Then, a clever programmer finds a way to improve the locality of the program, so that it now executes with a hit ratio of 0.92 on A, and of 0.97 on B.   
  
Which of the following statements is valid?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. It is impossible to change the hit ratio of a program. 错误 |  |
|  | b. The wall time is now smaller on B than on A. 正确 |  |
|  | c. The wall time is still the same on A and B, though it is smaller than before on both of them. 错误 |  |
|  | d. The wall time is now greater on B than on A. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 8

分数: 1/1

When a cache is full and a new cache line needs to be fetched into it, which of the following is a pretty good, practical approach?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. randomly selecting a cache location for the new line. 正确 |  |
|  | b. denying the memory operation that caused the fetch of the new line. 错误 |  |
|  | c. choosing always the same cache location for the new line. 错误 |  |
|  | d. choosing the cache location currently occupied by the least-recently-used data. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 9

分数: 1/1

Two computers A and B with a cache in the CPU chip differ only in that A has an L2 cache and B does not. Which of the following are possible?   
  
I.B executes a program more quickly than A.   
II.A executes a program more quickly than B.   
III.While executing a program, A fetches more data from main memory than does B.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and III only. 错误 |  |
|  | b. I and II only. 正确 |  |
|  | c. II only. 错误 |  |
|  | d. I, II and III. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 10

分数: 1/1

Which facts about the cache can be determined by calling the following function?   
  
int data[1 << 20];  
void callee(int x) {  
int i, result;  
for (i = 0; i < (1 << 20); i += x) {  
result += data[i];  
}  
}  
  
I cache line size   
II cache size   
III cache speed

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I, II, and III 错误 |  |
|  | b. I and III only 错误 |  |
|  | c. I and II only 错误 |  |
|  | d. I only 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 1

分数: 1/1

At what time can linking happen?  
I.compile time  
II.load time  
III.run time

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I, II and III. 正确 |  |
|  | b. II only. 错误 |  |
|  | c. I and II only. 错误 |  |
|  | d. I and III only. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 2

分数: 1/1

Which section is used for resolution  
I. ELF header  
II. Section header tables   
III. .symtab  
IV. .rel.text and .rel.data

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. IV only. 错误 |  |
|  | b. I and III only. 错误 |  |
|  | c. I and II only. 错误 |  |
|  | d. III only 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 3

分数: 1/1

What can Linker do?  
I. Resolution  
II.Relocation  
III.Take the same kind of sections from relocatable object files, and put them together according to their types

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and III only. 错误 |  |
|  | b. I, II and III. 正确 |  |
|  | c. I and II only. 错误 |  |
|  | d. II only. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 4

分数: 1/1

Which variable will be put into BSS?   
  
int printf( const char\* format, ... );  
int global\_init\_var = 84;  
int global\_uninit\_var;  
  
void func1( int i ) {  
printf( "%d\n", i);  
}  
  
int main(void) {  
static int static\_var = 85;  
static int static\_var2;  
int a = 1;  
int b;  
func1( static\_var + static\_var2 + a + b );  
return a;  
}  
  
I a and b  
II static\_var  
III global\_init\_var  
IV global\_uninit\_var;

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I only 错误 |  |
|  | b. IV only 正确 |  |
|  | c. II only 错误 |  |
|  | d. III only 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 5

分数: 1/1

Which file format is used for Executable object file  
I. PE  
II. COFF  
III.ELF  
IV. a.out

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and II only. 错误 |  |
|  | b. all 正确 |  |
|  | c. II only. 错误 |  |
|  | d. I and III only. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 6

分数: 1/1

Where the field, which describes whether Relocatable object file is using little endian or big endian, locates?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. Section header tables 错误 |  |
|  | b. ELF header 正确 |  |
|  | c. .bss 错误 |  |
|  | d. .text 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 7

分数: 1/1

From the time when a C program is written, to the time when it is running as a process on Windows, what should be done?  
I.compile   
II.link  
III.load.

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and II only. 错误 |  |
|  | b. I, II and III. 正确 |  |
|  | c. II only. 错误 |  |
|  | d. I and III only. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 8

分数: 1/1

Which section is used for relocation  
I. ELF header  
II. Section header tables   
III. .symtab  
IV. .rel.text and .rel.data

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. III only 错误 |  |
|  | b. IV only. 正确 |  |
|  | c. I and II only. 错误 |  |
|  | d. I and III only. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 9

分数: 1/1

Read the following code in two C files.  
  
//a.c file  
  
extern int shared  
int main()  
{  
int a=100;  
swap(&a,&shared);  
}  
  
//b.c  
int shared=1;  
void swap(int \*a, int\*b)  
{  
\*a ^= \*b ^= \*a ^= \*b  
}  
  
  
After compiling, about the Relocatable Object files,   
  
which is right?  
I. in the .symtab of a.obj, swap is UND  
II. in the .symtab of b.obj, swap is UND  
III. in the .symtab of a.obj, shared is UND  
IV. in the .symtab of b.obj, shared is UND

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and III only. 正确 |  |
|  | b. all 错误 |  |
|  | c. I and II only. 错误 |  |
|  | d. IV only. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 10

分数: 1/1

What can Loader do?  
I. translate the C code into machine code  
II.Resolution  
III.load or map the Executable object file from the disk to memory

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I, II and III. 错误 |  |
|  | b. III only. 正确 |  |
|  | c. I and III only. 错误 |  |
|  | d. I and II only. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 1

分数: 1/1

What is right about the Process and Thread of Windows  
I. Process is the unit of Resource ownership  
II.Process is the unit of Scheduling/execution  
III.Thread is the unit of Scheduling/execution

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and II only. 错误 |  |
|  | b. II only. 错误 |  |
|  | c. I, II and III. 错误 |  |
|  | d. I and III only. 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 2

分数: 1/1

In IA32 or X86, Which Exception is used to implement Demand Paging  
I. Interrupt  
II.Trap  
III. Fault  
IV. Abort

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I . 错误 |  |
|  | b. III. 正确 |  |
|  | c. IV 错误 |  |
|  | d. II. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 3

分数: 1/1

Which is the start point of a Windows program?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. Callback funtion. 错误 |  |
|  | b. WndProc function. 错误 |  |
|  | c. Message Loop 错误 |  |
|  | d. WinMain function 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 4

分数: 1/1

In IA32 or X86, the Exception includes  
I. Interrupt  
II.Trap  
III. Fault  
IV. Abort

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I, II and III. 错误 |  |
|  | b. I and III only. 错误 |  |
|  | c. I and II only. 错误 |  |
|  | d. All. 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 5

分数: 1/1

About process, which one is right?  
I. By using process, we are presentded the illusion that Our program appears to have exclusive use of both the processor and the memory  
II. process is a running program  
III. process is possible by the help of Exception

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and III only. 错误 |  |
|  | b. I, II and III. 正确 |  |
|  | c. I and II only. 错误 |  |
|  | d. I only. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 6

分数: 1/1

What is right about Exception Handler?  
I.It is used for handle exception  
II.It may not return  
III.It may return to the instruction where exception happen

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I, II and III. 正确 |  |
|  | b. II only. 错误 |  |
|  | c. I and III only. 错误 |  |
|  | d. I and II only. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 7

分数: 1/1

In IA32 or X86, Which Exception is used to implement system call  
I. Interrupt  
II.Trap  
III. Fault  
IV. Abort

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. IV 错误 |  |
|  | b. III. 错误 |  |
|  | c. II. 正确 |  |
|  | d. I . 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 8

分数: 1/1

What is right about Exception?  
I. To handle it, Hardware and Software cooperation are needed  
II.It is just a Hardware issure   
III. It is hardware platform dependent

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I, II and III. 错误 |  |
|  | b. I and II only. 错误 |  |
|  | c. I and III only. 正确 |  |
|  | d. II only. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 9

分数: 1/1

Which function is related to Message Loop?  
I. GetMessage()  
II.TranslateMessage()  
III.DispatchMessage()

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and II only. 错误 |  |
|  | b. II only. 错误 |  |
|  | c. I and III only. 错误 |  |
|  | d. I, II and III. 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 10

分数: 1/1

what is right about Trap?  
I.it is a kind of Exception   
II.it can be used to implement system call  
III.it can be used to implement Hard Disk interrupt

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I, II and III. 错误 |  |
|  | b. II only. 错误 |  |
|  | c. I and III only. 错误 |  |
|  | d. I and II only. 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 1

分数: 1/1

For which of the following applications are threads well suited?   
I. Background processing such as data compression or spell-checking   
II. Displaying a web page on the screen before it has fully arrived from the server   
III. Fetching a page of a web document while the user scrolls through the previous one

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I, II, and III 正确 |  |
|  | b. I and II only 错误 |  |
|  | c. I only 错误 |  |
|  | d. II only 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 2

分数: 1/1

A lock is a software mechanism that

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. prevents execution except in debug mode. 错误 |  |
|  | b. temporarily makes memory read-only. 错误 |  |
|  | c. implements password protection to data. 错误 |  |
|  | d. limits access to a critical section. 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 3

分数: 1/1

A reentrant function can be entered

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. concurrently by more than one thread 正确 |  |
|  | b. multiple times but only by one thread at a time 错误 |  |
|  | c. at several points, not only the top 错误 |  |
|  | d. only once before variables are reinitialized 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 4

分数: 1/1

Which are thread Synchronization mechanism in Kernel Mode on Windows platform?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. Semaphore. 正确 |  |
|  | b. Polling method 错误 |  |
|  | c. Critical Sections. 错误 |  |
|  | d. Slim R/W locker 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 5

分数: 1/1

Which is right about the Process and Thread on Windows platform?  
I.Process is the unit of Resource Allocation  
II.Thread is the unit of Resource Allocation  
III.Process is the unit of scheduling  
IV.Thread is the unit of scheduling

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I and III only. 错误 |  |
|  | b. I and IV. 正确 |  |
|  | c. I and II only. 错误 |  |
|  | d. II and III. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 6

分数: 1/1

Polling is undesirable in a time-shared operating system because

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. it makes programs much larger. 错误 |  |
|  | b. it leads to interference between two applications accessing the same resource. 错误 |  |
|  | c. it is too complicated to implement 错误 |  |
|  | d. it wastes time that could be used to do useful work. 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 7

分数: 1/1

Which are thread Synchronization mechanism in User Mode on Windows platform?

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. Mutex. 错误 |  |
|  | b. Wait function. 错误 |  |
|  | c. Semaphore. 错误 |  |
|  | d. Critical Sections. 正确 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 8

分数: 1/1

Which is right about the Thread on Windows platform?  
I.it is implemented as Kernel level thread   
II.it is implemented as User level thread  
III.there are many synchronization mechanism for it

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. I, II and III. 错误 |  |
|  | b. I and III only. 正确 |  |
|  | c. II only. 错误 |  |
|  | d. I and II only. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 9

分数: 1/1

Threads differ from processes in that threads

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. cannot make system calls. 错误 |  |
|  | b. share a single virtual address space. 正确 |  |
|  | c. cannot be preempted. 错误 |  |
|  | d. exist only in the operating system kernel. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：

Question 10

分数: 1/1

Priority inversion is a situation in which

选择一个答案

|  |  |  |
| --- | --- | --- |
|  | a. a high-priority thread indirectly waits on a lower priority thread. 正确 |  |
|  | b. the scheduler reverses priorities to prevent starvation of low-priority threads. 错误 |  |
|  | c. long-running processes are assigned lower priorities. 错误 |  |
|  | d. threads with the earliest deadlines receive higher priorities. 错误 |  |

正确

这次提交的分数：1/1。

回复历史：