CS2503 Operating Systems 1

- · No need for calculators
- · No progamming
 - Given tricky/terrible syntax
 - Range of 'languages' : bash, regex, sed, awk
- · Just even split of marks between MCQ and open questions
 - comment on code snippets can be lenient
 - Select right answer... MCQ is quite harsh
- But
 - No grading on the curve...unlikely to be supported!

topics

- · Open questions on
 - code snippets in from and including lab 7 onwards...
 - simple admin samples covered in last few lectures
 - Similar style to commenting on code in last test
 - Except also ask the main purpose / function of code
- MCQ
 - Only 4 choices per question
 - Similar topics and trends to last class test

Timing is everything

- 80 marks 90 mins but most of you may finish in half!,
 - mark/minute + 10 mins spare!
- MCQ: 80 questions 40 marks:
 - 30 secs per question... use it!
 - about twice average, given that you do 60 q's in ~15 mins!
 - Not a race to the door, but strut your stuff!
- Open questions: 40 marks
 - 3 questions @ 10 marks
 - 2@5 marks
 - All explain code snippets
 - Except one of 5 mark question : a commonsense twist

Exam strategy

- · Attempt everything
 - No attempt, no marks, no exceptions... the rules
 - Do answer the open questions,
 - · Half the marks, and not optional!
- Relax : Don't rush in to answer or out of exam
 - At previous rates, you'll finish in 30-50 mins
 - Approx 30 secs per MCQ,
 - they're numbered, so you can measure progress
 - Some are obvious and can be done in a few seconds
 - But some of the trickier ones may need more than average 30 secs
- Read the open questions first
 - So you can
 - Realise how easy most of them are
- think about them while doing others
- Morale issues
 - If you need to do a few to feel you've made a start, then ok, but don't get stuck
- If stuck, leave and return later, the answer might be obvious afterwards

Odd choice, but evens out!

- Need
 - a pen preferably not black so easier to see
 - or pencil + eraser if panic
- · But have made MCQ easier
 - Boxes, but don't need to fill them in
 - Single horizontal line for selection
 - Another crossing that for deselection
 - Another crossing both for reselection again
 - Odd (number of lines) choice, but evens out
 - Write or arrows if all else fails.
 - Can only have one final choice... pick best