



Vavuniya Campus of the University of Jaffna

First Examination in Information and Communication Technology - 2014

Second Semester - February/March 2016

ICT1233 Operating Systems

Answer Five Questions Only

Allowed Time: **Three hours**

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1. (a) Compare and contrast *Application softwares* and *System softwares*. [20%]
(b) Briefly describe any four major functions of Operating Systems (OS). [20%]
(c) Briefly describe what is meant by *Kernel* in OS. [20%]
(d) Discuss the differences between *Linux* and *Windows* OS. [20%]
(e) State the difference between *32-bit* and *64-bit* OS. [20%]

 2. (a) Differentiate *Program* and *Process*. [20%]
(b) Briefly describe the reasons for each of the *state transitions* of processes. [20%]
(c) List down four ways to terminate the processes. [20%]
(d) Identify the differences between *User Processes* and *System Processes*. [20%]
(e) Clearly state the use of *Process Control Block (PCB)*. [20%]

3. (a) What do you understand by *Race Condition* in Operating Systems. [30%]
 (b) Briefly describe what do you understand by *Critical Section*. [20%]
 (c) Briefly explain how *Mutual Exclusion* and *Critical Section* are used for avoiding race condition. [20%]
 (d) Briefly describe the *Producer Consumer Problem*, and state the solution for it. [30%]
4. (a) Differentiate *CPU bounded* and *I/O bounded* processes. [20%]
 (b) Define each of the following in process scheduling: "*burst time*", "*waiting time*", "*turnaround time*", and "*throughput*". [20%]
 (c) The table below shows the arrival time and burst time of four processes: A, B, C and D. Process switching overhead is 1 s.

Process	Arrival time (s)	Burst time (s)
A	0	10
B	1	25
C	2	35
D	3	20

For each of the following scheduling algorithms, draw the gantt chart by considering process switching overhead, and determine the mean process turnaround time.

- i. *Round Robin with Quantum = 10 s* [20%]
 ii. *Round Robin with Quantum = 20 s* [20%]
 iii. *First In First Served* [20%]

5. (a) The following Bitmap representation shows the memory allocation for a set of processes:

1111 0001 1000 0011 1100 1000 0111 1000

The memory allocation unit size is 1KB.

- i. What is the size of the memory in KB? [05%]
 - ii. What is the total size of the free space available in the memory? [05%]
 - iii. Represent the memory allocation using *Linked list*. [10%]
 - iv. Show the Bitmap representations of the memory allocation after placing a 4KB process using each of the following memory allocation methods:
 - A. first fit [10%]
 - B. best fit [10%]
 - C. worst fit [10%]
- (b) State the use of *Base* and *Limit* registers. [20%]
- (c) Briefly explain the use of *Translation Lookaside Buffer* (TLB) in memory management. [20%]
- (d) Briefly discuss why *Optimal Page Replacement* algorithm is not feasible. [10%]

6. (a) State the ways to prevent *Deadlock*. [20%]

- (b) Consider a system with seven processes A, B, C, D, E, F and G, and five resources R, S, T, U and V. The state of resource allocation and request at a particular time is as follows:

- Process A holds R and wants S and V.
- Process B holds S and wants T.
- Process C holds nothing but wants R.
- Process D holds U and wants S and R.
- Process E holds T and wants V.
- Process F holds nothing but wants S.

- Process G holds V and wants U.
- i. Draw a *Resource Allocation Graph* for the above given scenario.
 - ii. Find whether this system is in deadlock, if so, which processes are involved?
- (c) You are given the existence vector E, available resource vector A, current allocation matrix C, and request matrix R, as follows:

$$E = (5, 8, 6, 7, 8)$$

$$A = (2, 1, 1, 3, 1)$$

$$C = \begin{pmatrix} 2 & 2 & 1 & 2 & 2 \\ 0 & 3 & 2 & 1 & 3 \\ 1 & 2 & 2 & 1 & 2 \end{pmatrix}$$

$$R = \begin{pmatrix} 2 & 1 & 2 & 0 & 2 \\ 1 & 3 & 2 & 1 & 1 \\ 1 & 3 & 2 & 1 & 2 \end{pmatrix}$$

Apply *Bankers algorithm* and find whether the state is safe or unsafe.