Pool of internal data buffers are called as \_\_\_\_\_\_\_

1. Memory
2. Free list
3. Buffer cache
4. Pool

A \_\_\_\_\_\_ is an executable file and \_\_\_\_\_\_ is an instance of the program in execution.

1. Process. program
2. Page, segment
3. Program, process
4. Application, process

The kernel must write buffer contents to disk before reassigning the buffer this condition is called as \_\_\_\_\_\_\_

1. Write
2. delayed write
3. read
4. append

A buffer consists of two parts: a \_\_\_\_\_\_\_ that contains data from that \_\_\_\_\_\_\_the disk and a identifies the buffer.

1. memory array, buffer header
2. data array, buffer index
3. cache array, buffer pointer
4. buffer header, memory array

A \_\_\_\_\_\_ is a file whose data is a sequence of entries, each consisting of an inode number and the name of a file.

1. Device file
2. File
3. directory
4. folder

The \_\_\_\_\_\_\_ occupies the beginning of a file system, typically the first sector, and may contain the bootstrap code that is read into the machine to boot or initialize, the operating system.

1. super block
2. boot block
3. data blocks
4. inode list

The \_\_\_\_\_\_\_ is responsible for process synchronization, inter- process communication, memory management, and process scheduling.

1. system call interface
2. process control subsystem
3. file subsystem
4. hardware control

The algorithm \_\_\_\_\_\_parses the path name one component at a time, converting each component into an inode based on its name and the directory being searched, and eventually returns the inode of the input path name.

1. open
2. namei
3. write
4. read

'ialloc' assigns \_\_\_\_\_\_ created file to a newly created file.

1. disk inode
2. disk block
3. byte offset
4. None of the above

Processes can use \_\_\_\_\_\_\_\_ system call to position the I/O and allow random access to the file.

1. read
2. creat
3. mknod
4. Iseek

The \_\_\_\_\_\_\_\_ translates a file system address, consisting of a logical device number and block number, to a particular sector on the disk.

1. terminal driver
2. disk driver
3. device driver
4. stream

System call \_\_\_\_\_\_\_\_\_ allows a process to query the status of file, returning information such as file type, file owner, file access times, access permissions.

1. pipe
2. stat
3. Iseek
4. none of the above

The \_\_\_\_\_\_\_\_ system call connects the file system in a specified section of disk to the existing file system hierarchy.

1. mount
2. link
3. unmount
4. attach

A process may expand or contract its virtual address space with the \_\_\_\_\_\_\_ system call.

1. sbrk
2. brk
3. attachreg
4. allocreg

A process can synchronize its execution with the termination of a child process by executing the \_\_\_\_\_ system call.

1. fork
2. wait
3. exit
4. close

When a process accesses a page that is not part of its working set, it incurs a \_\_\_\_\_\_ page fault.

1. validity
2. protection
3. invalid
4. file

The register context of a process contains \_\_\_\_\_\_\_\_

1. processor status register
2. stack pointer and general- purpose register
3. program counter
4. all of the above

Every memory location of a page is addressed by:

1. (Virtual page number, logical page number) pair
2. Virtual Page number
3. (Virtual page number, byte offset in page) pair
4. (page number, byte offset in page) pair,

In UNIX, processes that have finished execution but have not yet had their status collected are known as \_\_\_\_\_\_\_

1. Sleeping processes
2. Stopped Processes
3. Zombie Processes
4. Orphan Processes

\_\_\_\_\_\_\_\_ is the mechanism by which virtual addresses are mapped to physical addresses.

1. Segmentation
2. Region
3. Paging
4. Memory

Loadreg has which of the following parameter as input:

1. Pointer to region table entry
2. Region type
3. Pointer to per process region table entry
4. Pointer to a locked region

A \_\_\_\_\_\_ is contiguous area of virtual address space of a process that can be treated as the distinct object to be shared or protected.

1. Process table
2. Region
3. Inode
4. file table

The collection of memory locations that the process can access is called \_\_\_\_\_\_

1. process table
2. process space
3. virtual address space
4. virtual space

After the execution of fork system call, in parent process, the pid is \_\_\_\_\_ id.

1. parent process
2. child process
3. Process 0
4. None of the above

Signals inform processes of the occurrences of \_\_\_\_\_\_\_\_\_\_

1. Synchronous
2. Asynchronous
3. Uni- synchronous
4. none of the above

A process can synchronize its execution with termination of child process by executing \_\_\_\_\_\_ system call.

1. exec
2. sleep
3. wait
4. exit

Logical format of \_\_\_\_\_\_ consists of four parts, primary headers, section headers, sections and other information.

1. Executable file
2. file inode
3. Process file
4. none of the above

When process executes \_\_\_\_\_\_\_\_\_ system call, kernel sets Effective User Id field in the process table and U area to the owner Id of the file.

1. fork
2. exec
3. setgrp
4. setuid

The scheduler of UNIX belongs to general class of operating system schedulers known as \_\_\_\_\_\_\_\_\_\_\_.

1. Round robin
2. Multilevel Round robin
3. Round robin with multilevel feedback
4. Round robin feedback

Process can control the scheduling priority by \_\_\_\_\_\_\_ system call.

1. decay
2. nice
3. priority
4. random

\_\_\_\_\_\_\_\_\_\_\_\_\_ system call retrieves the cumulative times that the calling process spent executing in user mode and kernel mode.

1. time
2. times
3. stime
4. timing

Kernel \_\_\_\_\_\_\_\_\_ gives measure of how much time system executing in kernel and user mode and how much time it spends in executing individual routines in the kernel.

1. Monitoring
2. Accounting
3. Profiling
4. Statistics

The clock handler adjusts the priorities of all processes in user mode at \_\_\_\_\_\_\_ second intervals (on System V) and causes the kernel to go through the scheduling algorithm to prevent a process from monopolizing use of the CPU.

1. 1
2. 2
3. 5
4. 4

The \_\_\_\_\_\_\_\_ device is a block device in a configurable section of a disk.

1. secondary
2. page
3. swap
4. block

\_\_\_\_\_\_\_\_ have the same function as other drivers to control the transmission of data to and from terminals.

1. terminal driver
2. disk driver
3. device driver
4. stream