**Studytonight – OS test 14 – Aditya Jain**

**(Based on Process Creation)**

1. **The child process completes execution,but the parent keeps executing, then the child process is known as :**a) Orphan  
   **b) Zombie**  
   c) Body  
   d) Dead

Soln: A **Zombie** is created when a parent process does not use the wait system call after a child dies to read its exit status, and an **orphan** is child process that is reclaimed by **init** when the original parent process terminates before the child.

1. **The child process can :  
   a) be a duplicate of the parent process**b) never be a duplicate of the parent process  
   c) cannot have another program loaded into it  
   d) never have another program loaded into it
2. **In UNIX, the return value for the fork system call is \_\_\_\_\_ for the child process and \_\_\_\_\_ for the parent process.**  
   a) A Negative integer, Zero  
   b) Zero, A Negative integer  
   **c) Zero, A nonzero integer**  
   d) A nonzero integer, Zero
3. **In UNIX, each process is identified by its :**a) Process Control Block  
   b) Device Queue  
   **c) Process Identifier**d) None of the the mentioned
4. **With \_\_\_\_\_\_\_\_\_\_\_\_\_ only one process can execute at a time; meanwhile all other process are waiting for the processor. With \_\_\_\_\_\_\_\_\_\_\_\_\_\_ more than one process can be running simultaneously each on a different processor.**  
   a) Multiprocessing, Multiprogramming  
   b) Multiprogramming, Uniprocessing  
   c) Multiprogramming, Multiprocessing  
   **d) Uniprogramming, Multiprocessing**
5. **Cascading termination refers to termination of all child processes before the parent terminates \_\_\_\_\_\_**  
   **a) Normally**b) Abnormally  
   c) Normally or abnormally  
   d) None of the mentioned
6. **Inter process communication :**a) allows processes to communicate and synchronize their actions when using the same address space  
   **b) allows processes to communicate and synchronize their actions without using the same address space**c) allows the processes to only synchronize their actions without communication  
   d) none of the mentioned
7. **Message passing system allows processes to :  
   a) communicate with one another without resorting to shared data**b) communicate with one another by resorting to shared data  
   c) share data  
   d) name the recipient or sender of the message
8. **An IPC facility provides atleast two operations :**a) write & delete message  
   b) delete & receive message  
   c) send & delete message  
   **d) receive & send message**
9. **Messages sent by a process :**a) have to be of a fixed size  
   b) have to be a variable size  
   **c) can be fixed or variable sized**d) None of the mentioned
10. **The link between two processes P and Q to send and receive messages is called :  
    a) communication link**b) message-passing link  
    c) synchronization link  
    d) all of the mentioned
11. **Which of the following are TRUE for direct communication :**a) A communication link can be associated with N number of process(N = max. number of processes supported by system)  
    **b) A communication link can be associated with exactly two processes**c) Exactly N/2 links exist between each pair of processes(N = max. number of processes supported by system)  
    d) Exactly two link exists between each pair of processes
12. **In the non blocking send :**a) the sending process keeps sending until the message is received  
    **b) the sending process sends the message and resumes operation**c) the sending process keeps sending until it receives a message  
    d) none of the mentioned
13. **In the Zero capacity queue :**a) the queue can store at least one message  
    **b) the sender blocks until the receiver receives the message**c) the sender keeps sending and the messages dont wait in the queue  
    d) none of the mentioned
14. **The Zero Capacity queue :**a) is referred to as a message system with buffering  
    **b) is referred to as a message system with no buffering**c) is referred to as a link  
    d) none of the mentioned