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Multiple Choice Questions On Operating System Part-5
1) Using Priority Scheduling algorithm, find the average waiting time for the following set of processes given with their priorities in the order: Process : Burst Time : Priority respectively . P1 : 10 : 3 , P2 : 1 : 1 , P3 : 2 : 4 , P4 : 1 : 5 , P5 : 5 : 2.
1 8 milliseconds
2 8.2 milliseconds
3 7.75 milliseconds
4 3 milliseconds
Right Ans) 2

2) Routine is not loaded until it is called. All routines are kept on disk in a relocatable load format. The main program is loaded into memory & is executed. This type of loading is called _____
1 Static loading
2 Dynamic loading
3 Dynamic linking
4 Overlays
Right Ans) 3

3) In the running state
1 only the process which has control of the processor is found
2 all the processes waiting for I/O to be completed are found
3 all the processes waiting for the processor are found
4 none of the above
Right Ans) 1

4) The Purpose of Co-operating Process is _____.
1 Information Sharing
2 Convenience
3 Computation Speed-Up
4 All of the above
Right Ans) 4

5) The kernel of the operating system remains in the primary memory because _____.
1 It is mostly called (used)
2 It manages all interrupt calls
3 It controls all operations in process
4 It is low level
Right Ans) 1

6) The process related to process control, file management, device management, information about system and communication that is requested by any higher level language can be performed by _____.
1 Editors
2 Compilers
3 System Call
4 Caching
Right Ans) 3

7) Which of the following disk scheduling techniques has a drawback of starvation ?
1 SCAN
2 SSTF
3 FCFS
4 LIFO
Right Ans) 2

8) Multiprogramming systems _____.
1 Are easier to develop than single programming systems
2 Execute each job faster

3 Execute more jobs in the same time
4 Are used only on large main frame computers
Right Ans) 3

9) Under multiprogramming, turnaround time for short jobs is usually
_____ and that for long jobs is slightly _____.
1 Lengthened; Shortened
2 Shortened; Lengthened
3 Shortened; Shortened
4 Shortened; Unchanged
Right Ans) 2

10) Multiprocessing _____.
1 Make the operating system simpler
2 Allows multiple processes to run simultaneously
3 Is completely understood by all major computer vendors
4 Allows the same computer to have the multiple processors
Right Ans) 4

11) Which is not the state of the process ?
1 Blocked
2 Running
3 Ready
4 Privileged
Right Ans) 4

12) A set of resources' allocations such that the system can allocate
resources to each process in some order, and still avoid a deadlock is called
_____.
1 Unsafe state
2 Safe state
3 Starvation
4 Greeedy allocation
Right Ans) 2

13) The principle of locality of reference justifies the use of _____.
1 Virtual Memory
2 Interrupts
3 Main memory
4 Cache memory
Right Ans) 4

14) What is the first step in performing an operating system upgrade ?
1 Partition the drive
2 Format the drive
3 Backup critical data
4 Backup old operating system
Right Ans) 3

15) The technique, for sharing the time of a computer among several jobs,
which switches jobs so rapidly such that each job appears to have the
computer to itself, is called _____.
1 Time Sharing
2 Time out
3 Time domain
4 Multitasking
Right Ans) 1

16) In a virtural memory environment
1 segmentation and page tables are stored in the cache and do not add any
substantial overhead
2 slow down the computer system considerable
3 segmentation and page tables are stored in the RAM
4 none of the above
Right Ans) 3

17) If all page frames are initially empty, and a process is allocated 3 page
frames in real memory and references its pages in the order 1 2 3 2 4 5 2 3
2 4 1 and the page replacement is FIFO, the total number of page faults
caused by the process will be _____.
1 10
2 7
3 8
4 9
Right Ans) 4

18) Situations where two or more processes are reading or writing some
shared data and the final results depends on the order of usage of the
shared data, are called _____.
1 Race conditions
2 Critical section
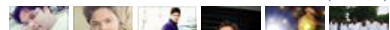3 Mutual exclusion
4 Dead locks
Right Ans) 1

19) When two or more processes attempt to access the same resource a
_____ occurs.
1 Critical section
2 Fight
3 Communication problem

4 Race condition
Right Ans) 4

20) Which technique was introduced because a single job could not keep both the CPU and the I/O devices busy?
1 Time-sharing
2 SPOOLing
3 Preemptive scheduling
4 Multiprogramming
Right Ans) 4

21) _____ allocates the largest hole (free fragment) available in the memory.
1 Best Fit
2 Worst Fit
3 First Fit
4 None of the above
Right Ans) 2

22) A process is starved
1 if it is permanently waiting for a resource
2 if semaphores are not used
3 if a queue is not used for scheduling
4 if demand paging is not properly implemented
Right Ans) 1

23) The degree of Multiprogramming is controlled by
1 CPU Scheduler
2 Context Switching
3 Long-term Scheduler
4 Medium term Scheduler
Right Ans) 3

24) The time taken to bring the desired track/cylinder under the head is _____.
1 Seek time
2 Latency time
3 Transfer time
4 Read time
Right Ans) 1

25) Replace the page that will not be used for the longest period of time. This principle is adopted by _____.
1 FIFO Page replacement algorithm
2 Optimal Page replacement algorithm
3 Round robin scheduling algorithm
4 SCAN scheduling algorithm
Right Ans) 3

2 Throughput: number of processes completed per unit time.
3 Waiting Time: Amount of time spent ready to run but not running.
4 All of the above
Right Ans) 4

27) The operating system of a computer serves as a software interface between the user and the _____.
1 Hardware
2 Peripheral
3 Memory
4 Screen
Right Ans) 1

28) Super computers typically employ _____.
1 Real time Operating system
2 Multiprocessors OS
3 desktop OS
4 None of the above
Right Ans) 2

29) A process that is based on IPC mechanism which executes on different systems and can communicate with other processes using message based communication, is called _____.
1 Local Procedure Call
2 Inter Process Communication
3 Remote Procedure Call
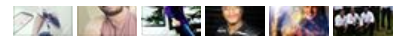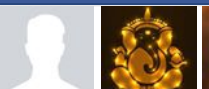4 Remote Machine Invocation
Right Ans) 3

30) A process is
1 program in execution
2 a concurrent program
3 any sequential program
4 something which prevents deadlock
Right Ans) 1

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