**Chapter 6 – Concurrency: Deadlock and Starvation**

**Answer Key**

**TRUE/FALSE QUESTIONS:**

1. T
2. T
3. F
4. T
5. T
6. F
7. T
8. T
9. T
10. F
11. T
12. F
13. T
14. T
15. T

**MULTIPLE CHOICE QUESTIONS:**

1. D
2. C
3. B
4. C
5. A
6. A
7. B
8. A
9. D
10. B
11. D
12. A
13. D
14. C
15. C

**SHORT ANSWER QUESTIONS:**

1. Deadlock
2. reusable
3. consumable
4. resource allocation graph
5. hold and wait
6. detect
7. Deadlock avoidance
8. banker’s algorithm
9. state
10. Deadlock prevention
11. pipe
12. bitmap operations
13. reader-writer semaphores
14. thread
15. process