unit-2

1. A solution to the problem of indefinite blakage of low-priority process is
→ aging.

2. CPU-scheduling decisions may take place under which of the following circumstances:-
1. when a process switches from the running State to the waiting state.
2. when a process switches from the running state to the ready state
3. when a process switches from the waiting States to the ready state
4. when a process terminates.
→ 1 2 3 4.

3. which of the following scheduling algorithm is non-preemptive.
First-come, First-served Scheduling.

4. The next CPU burst of the newly arrived process may be a shorter than what is left of the currently executing process. A Premptive SJF algorithm will preempt the currently executing process.

5. Under nonpreemptive scheduling, once the CPU has been allocated to a process, the process keeps the CPU until.
1. it releases the CPU by terminating
2. it releases the CPU by switching to the waiting state.
3. it releases the CPU by switching to the ready state
4. it releases the CPU by switching to running state.
→ 1 2 3 4

6. Which of the following scheduling algorithm associates with each process the length of the process's next CPU burst
Shortest-job First scheduling

7. @ we want to keep the CPU as busy as possible, this criteria refers to as CPU utilization.

8. Which of the following scheduling algorithm is provably optimal, in that it gives the minimum average waiting time for a given set of processes.
Shortest Job First scheduling.

9. The dispatcher is the module that gives control of the CPU to the process selected by the short-term scheduler. Interrupt.

10. Preemptive SJF Scheduling. is sometimes called shortest-remaining-time-first scheduling.

11. From the point of view of a particular process, the important criterion is how long it takes to executes that process. The interval from the time of submission of a process to the time of completion is the turnaround time.

12. another measure is the time from the submission of a request until the first response is produced. This measured is called Response time.

13. The priority Scheduling algorithm can be either preemptive or non-preemptive.

14. If the CPU is busy executing processes, then work is being done. One measure of work is the number of processes that are completed per unit time, called Throughput

15. It is desirable to maximize CPU utilization and throughput and to minimize turnaround time, waiting time, and response time.

16. Which of the following statement is True for aging.
aging involves gradually increasing the priority of processes that wait in the system for a long time.

17. The completion order of the 3 processes under the policies FCFS and RR2 (round robin scheduling with CPU quantum of 2 time units) are
FCFS: P_1, P_2, P_3 RR2: P_1, P_3, P_2.

18. Whenever the CPU becomes idle, the O.S must select one of the processes in ready queue to be executed.