9. The segment of code in which the process may change common variables, update tables, write into files is known as ----

a. program

b. critical section

c. non – critical section

d. synchronizing

10. A minimum of ------- variables is/are required to be shared between processes to solve the critical section problem.

a. one

b. two

c. three

d. four

11. The following program consists of 3 concurrent processes and 3 binary semaphores. The semaphores are initialized as S0 – 1, S1 – 0 , S2 – 0

Process P0

while(true)

{

wait(S0);

print ‘0’;

release(S1);

release(S2);

}

Process P1

wait(S1);

release(S0);

Process P2

wait(S2);

release(S0);

How many times will P0 print ‘0’?

1. Atleast twice
2. Exactly twice
3. Exactly Four times
4. Exactly once

12. In real time operating system

a. all processes have the same priority

b. a task must be serviced by its deadline period

c. process scheduling can be done only once

d.

19. A single thread of control allows the process to perform ------

a. only one task at a time

b. multiple tasks at a time

c. only two tasks at a time

d. all of the mentioned

20. When the process issues an I/O request------

a. It is placed in an I/O queue

b. It is placed in a waiting queue

c. It is placed in the ready queue

d. It is placed in the Job queue

21. In a time-sharing operating system, when the time slot given to a process is completed, the process goes from the running state to the -----

a. Blocked state

b. Ready state

c. Suspended state

d. Terminated state

22. In a multiprogramming environment ----

a. The processor executes more than one process at a time

b. The programs are developed by more than one person

c. more than one process resides in the memory

d. a single user can execute many programs at the same time

23. Suppose that a process is in “ Blocked” state waiting for some I/O service. When the service is completed, it goes to the ----

a. Running state

b. Ready State

c. Suspended state

d. Terminated state

24. Mutual exclusion can be provided by the ----

a. mute locks

b. binary semaphores

c. both mute locks and binary semaphores

d.

4. Differ PCS from SCS?

PCS:

SCS:  
Difference of PCS and SCS: