Define – OS, Kernel, threads, process & process states
System Calls
Monolithic & Microlithic
Real time OS
Distributed OS
2,5,7 State Process Model
Mutual Exclusion (software approach)
Difference Between – premptive & non-premptive
Modes of inter process communication
Semaphore & monitors
Peterson's algo, Race condition
Critical Section (sum)
Deadlock – avoidance, prevention & detection (sum)

Page replication
Page size on performance
Demand paging
Segmentation
File accessing Methods
File allocation Methods
Disk scheduling

I/O Buffering
Programmed I/O
DMA
RTO's