Quiz 1

#	Question	Answer
1	When a process attempts to read from disk, and has to wait for the I/O transfer to complete, what state does it go into?	Blocked
2	Which one of the following aspects of processes can only be implemented with specialised hardware support?	Memory protection
3	Which one of the following signals can processes not ignore or respond to?	SIGKILL (Kill)
4	Which of the following is shared between multiple threads of a process?	Code segment, data segment, file descriptor table
5	Which of the following statements is NOT true of threads?	All processes share the same set of threads
6	The interval from the time of submission of a process to the time of completion is termed as:	Turnaround time
7	Pre-emptive scheduling is the strategy of temporarily suspending a running process:	before its CPU burst is completed
8	Which of the following factors does NOT contribute to the cost of context switching?	Amount of time the process has been running
9	Which one of the following scheduling strategies will NOT lead to starvation?	First Come, First Serve (FCFS or FIFO)
10	In Round Robin CPU scheduling as the time slice is increased the average turn around time will:	go up or down depending on other factors

Results

Samuel Chau

50
Earned points

13:51
Time for this attempt

Your Answers:

1 5 points earned

When a process attempts to read from disk, and has to wait for the I/O transfer to complete, what state does it go into?

- Ready
- Forked
- Blocked
- Pending
- Running

(response not displayed)

2 5 points earned

Which one of the following aspects of processes can only be implemented with specialised hardware support?

- Memory protection
- Process control block
- Process identifiers
- The execvp system call
- File descriptor table

(response not displayed)

3 5 points earned

Which one of the following signals can processes not ignore or respond to?

- SIGHUP (Hangup)
- SIGSEGV (Segmentation fault)
- SIGKILL (Kill)
- SIGILL (Illegal instruction)
- SIGINFO (Window size change)

(response not displayed)

4 5 points earned

Which of the following is shared between multiple threads of a process?

- Code segment, data segment, stack segment
- Registers, code segment, file descriptor table
- Code segment, data segment, stack segment, file descriptor table
- Registers, code segment, data segment, stack segment
- Code segment, data segment, file descriptor table

(response not displayed)

5 5 points earned

Which of the following statements **is NOT true** of threads

- All threads in a process share the same address space
- All processes share the same set of threads
- Different threads can run on different processors at the same time
- Context switching between threads in the same process can be more efficient than context switching between processes
- Threads should normally synchronise with each other when manipulating shared data structures

(response not displayed)

6 5 points earned

The interval from the time of submission of a process to the time of completion is termed as

- Waiting time
- Response time
- Turnaround time
- Execution time
- Running time

(response not displayed)

7 5 points earned

Pre-emptive scheduling is the strategy of temporarily suspending a running process

- when it requests I/O
- in order to avoid the convoy effect
- to allow starving processes to run
- before its CPU burst is completed
- when the CPU time slice expires

(response not displayed)

8 5 points earned

Which of the following factors **does NOT contribute** to the cost of context switching

- Amount of time the process has been running
- Time required to save and restore registers
- Size of the process memory mapping record
- Computational complexity of the scheduling algorithm
- Number of registers (in the CPU)

(response not displayed)

9 5 points earned

Which one of the following scheduling strategies will NOT lead to starvation?

- Shortest Job First (SJF)
- Shortest Time-to-Completion First (STCF)
- Preemptive based on process priority
- First Come, First Serve (FCFS or FIFO)
- All of the above strategies may lead to starvation

(response not displayed)

10 5 points earned

In Round Robin CPU scheduling as the time slice is increased the average turn around time will

- slowly decrease
- slowly increase
- remain constant
- increase linearly with the value of time slice
- go up or down depending on other factors

(response not displayed)