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**Review Questions**

8.1 What is the difference between simple paging and virtual memory paging?

8.2 Explain thrashing.

8.3 Why is the principle of locality crucial to the use of virtual memory?

8.5 What is the purpose of a translation lookaside buffer?

8.7 What are the differences between the different replacement polices.

8.9 What is accomplished by page buffering?

8.11 What is the difference between a resident set and a working set?

**Chapter 11**

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**Review Questions**

11.1 List and briefly define three techniques for performing I/O.

11.2 What is the difference between logical I/O and device I/O?

11.3 What is the difference between block-oriented devices and stream-oriented devices?

11.4 Why would you expect improved performance using a double buffer rather than a single buffer for I/O?

11.5 What delay elements are involved in a disk read or write?

11.7 Briefly describe RAID levels 0,1,2,3,5,6 in a big picture sense (e.g. raid 1 is mirroring, raid 2 needs x number of extra disks, etc.)