Operating System MCQ Day2

1	A system call is a routine built into the kernel and performs a basic function. a) True b) False Ans: A
2	When we execute a C program, CPU runs in ____ mode. a) user b) kernel c) supervisory d) system Answer: a Explanation: When we execute a C program, the CPU runs in user mode. It remains it this particular mode until a system call is invoked.
3	In ____ mode, the kernel runs on behalf of the user.

	a) user b) kernel c) real d) all Ans:b Explanation: Whenever a process invokes a system call, the CPU switches from user mode to kernel mode which is a more privileged mode. The kernel mode is also called as supervisor mode. In this mode, the kernel runs on behalf of the user and has access to any memory location and can execute any machine instruction.
4	All UNIX and LINUX systems have one thing in common which is ____ a) set of system calls b) set of commands c) set of instructions d) set of text editors

	Ans:A
5	The chmod command invokes the _____ system call. a) chmod b) ch c) read d) change Ans: A Explanation: Many commands and system calls share the same names.
6	For reading input, which of the following system call is used? a) write b) rd c) read d) change Ans:C
7	Which of the following system call is

	used for opening or creating a file? a) read b) write c) open d) close Ans:C
8	System call routines of operating system are mostly written in A. C B. C++ C. java D. both a and b Ans:D
9	I/O modules performs requested action on A. Programmed I/O B. Direct Memory Access (DMA) C. Interrupt driven I/O

	D. I/O devices Ans:A
10	Control and Status registers are used by processor to control A. Design of the Processor B. Operation of the Processor C. Speed of the Processor D. Execution of the Processor Ans:B
11	Kernel mode of operating system runs when the mode bit is (a)1 (b)0 (c)X (d)undefined Ans:B
12	One that is not a type of memory is A. cache B. ROM C. RAM

	D. compilers Ans:D
13	I/O instruction transfer is used to read the A. Data B. Information C. Instructions D. Description Ans:A
14	Addresses of interrupt programs of operating system are placed at A. Interrupt cell routine B. Interrupt call service C. interrupt vector table D. interrupt service routine Ans: C
15	Which module gives control of the CPU to the process selected by the short-term scheduler?

	a) dispatcher b) interrupt c) scheduler d) none of the mentioned Ans:A
16	The processes that are residing in main memory and are ready and waiting to execute are kept on a list called a) job queue b) ready queue c) execution queue d) process queue Ans: B
17	The interval from the time of submission of a process to the time of completion is termed as a) waiting time b) turnaround time c) response time

	d) throughput Ans:B
18	Which scheduling algorithm allocates the CPU first to the process that requests the CPU first? a) first-come, first-served scheduling b) shortest job scheduling c) priority scheduling d) none of the mentioned Ans:A
19	In priority scheduling algorithm a) CPU is allocated to the process with highest priority b) CPU is allocated to the process with lowest priority c) Equal priority processes can not be scheduled d) None of the mentioned

	Ans:A
20	In priority scheduling algorithm, when a process arrives at the ready queue, its priority is compared with the priority of a) all process b) currently running process c) parent process d) init process Ans:B
21	Time quantum is defined in a) shortest job scheduling algorithm b) round robin scheduling algorithm c) priority scheduling algorithm d) multilevel queue scheduling algorithm Ans:B
22	Process are classified into different groups in a) shortest job scheduling algorithm

	b) round robin scheduling algorithm c) priority scheduling algorithm d) multilevel queue scheduling algorithm Ans:D
23	In multilevel feedback scheduling algorithm a) a process can move to a different classified ready queue b) classification of ready queue is permanent c) processes are not classified into groups d) none of the mentioned Ans:A
24	With multiprogramming, _____ is used productively. a) time b) space

	c) money d) all of the mentioned Ans:A
25	The two steps of a process execution are : a) I/O & OS Burst b) CPU & I/O Burst c) Memory & I/O Burst d) OS & Memory Burst Ans:B
26	A process is selected from the _____ queue by the _____ scheduler, to be executed. a) blocked, short term b) wait, long term c) ready, short term d) ready, long term

	Ans:C
27	In the following cases non – preemptive scheduling occurs : a) When a process switches from the running state to the ready state b) When a process goes from the running state to the waiting state c) When a process switches from the waiting state to the ready state d) All of the mentioned Ans:B
28	The switching of the CPU from one process or thread to another is called : a) process switch b) task switch c) context switch d) all of the mentioned Ans:D
29	Scheduling is done so as to :

	a) increase CPU utilization b) decrease CPU utilization c) keep the CPU more idle d) None of the mentioned Ans:A
30	Scheduling is done so as to : a) increase the throughput b) decrease the throughput c) increase the duration of a specific amount of work d) None of the mentioned Ans:A
31	Turnaround time is : a) the total waiting time for a process to finish execution b) the total time spent in the ready queue c) the total time spent in the running queue d) the total time from the completion till

	the submission of a process Ans:D
32	Scheduling is done so as to : a) increase the turnaround time b) decrease the turnaround time c) keep the turnaround time same d) there is no relation between scheduling and turnaround time Ans:B
33	Round robin scheduling falls under the category of : a) Non preemptive scheduling b) Preemptive scheduling c) All of the mentioned d) None of the mentioned Ans:B
34	With round robin scheduling algorithm

	in a time shared system, a) using very large time slices converts it into First come First served scheduling algorithm b) using very small time slices converts it into First come First served scheduling algorithm c) using extremely small time slices increases performance d) using very small time slices converts it into Shortest Job First algorithm Ans:A
35	With round robin scheduling algorithm in a time shared system, a) using very large time slices converts it into First come First served scheduling algorithm b) using very small time slices converts it into First come First served

	scheduling algorithm c) using extremely small time slices increases performance d) using very small time slices converts it into Shortest Job First algorithm Ans:A
36	The FIFO algorithm : a) first executes the job that came in last in the queue b) first executes the job that came in first in the queue c) first executes the job that needs minimal processor d) first executes the job that has maximum processor needs Ans:B
37	The strategy of making processes that are logically runnable to be temporarily suspended is called : a) Non preemptive scheduling

	b) Preemptive scheduling c) Shortest job first d) First come First served Ans:B
38	Scheduling is : a) allowing a job to use the processor b) making proper use of processor c) all of the mentioned d) none of the mentioned Ans:A
39	The real difficulty with SJF in short term scheduling is : a) it is too good an algorithm b) knowing the length of the next CPU request c) it is too complex to understand d) none of the mentioned Ans:B

40	Preemptive Shortest Job First scheduling is sometimes called : a) Fast SJF scheduling b) EDF scheduling – Earliest Deadline First c) HRRN scheduling – Highest Response Ratio Next d) SRTN scheduling – Shortest Remaining Time Next Ans:D
41	One of the disadvantages of the priority scheduling algorithm is that : a) it schedules in a very complex manner b) its scheduling takes up a lot of time c) it can lead to some low priority process waiting indefinitely for the CPU d) none of the mentioned Ans:C

42	‘Aging’ is : a) keeping track of cache contents b) keeping track of what pages are currently residing in memory c) keeping track of how many times a given page is referenced d) increasing the priority of jobs to ensure termination in a finite time Ans:D
43	A solution to the problem of indefinite blockage of low – priority processes is : a) Starvation b) Wait queue c) Ready queue d) Aging Ans:D
44	Which of the following scheduling algorithms gives minimum average waiting time ? a) FCFS

	b) SJF c) Round – robin d) Priority Ans:B