UNIT 3 MCQ Most Expected Questions										
Sno	Question Statement	Correct	Choice 1	Choice 2	Choice 3	Choice 4				
1	A resource type, R is represented by 3-dots, it has	2	2 instances	3 instances	4 instances	6 instances				
2	A system is in the safe state if	1	the system can allocate resources to each process in some order and still avoid a deadlock	there exist a unsafe sequence	all of the mentione d	none of the mentioned				
3	RAG stands for	2	Resource and Graph	Resource Allocation Graph	Resource After Graph	None of these				
4	For multiple instances of a resource type which algorithm is used	2	Divide and Conquer algorithm	Banker's Algorithm	Sorting Algorithm	Critical Section				
5	The Need-matrix is given by the formula	1	Need = Max – Allocation	Need = Max + Allocation	Need = Max * Allocation	Need = Allocation- Max				
6	If the wait for graph contains a cycle	2	then a deadlock does not exist	then a deadlock exists	then the system is in a safe state	either deadlock exists or system is in a safe state				
7	To avoid deadlock	1	there must be a fixed number of resources to allocat	resource allocation must be done only once	all deadlock ed processe s must be aborted	inversion technique can be used				
8	In Resource Allocation Graph RAG, circles represent	1	Processes	Resources	Both '1' and '2'	None of these				
9	A system has 3 processes sharing 4 resources. If each process needs a maximum of 2 units then deadlock	1	can never occur	may occur	has to occur	none of these				
10	If we preempt a resource from a process, the process cannot continue with its normal execution and it must be	2	aborted	rolled back	terminate d	queued				
11	If a process is executing in its critical section, then no other processes can be executing in their critical section. What is this condition called?	1	mutual exclusion	critical exclusion	synchron ous exclusion both	semaphor es				
12	Process synchronization can be done on	3	hardware level	software level	hardware and software level	none of these				
13	Which one of the following is a mathematical way to determine the deadlock occurrence	1	resource allocation graph	starvation graph	inversion graph	wait for graph				
14	For non sharable resources like a printer, mutual exclusion	1	must exist	must not exist	may exist	may or may not be				
15	Deadlock prevention is a set of methods	1	to ensure that at least one of the necessary conditions cannot hold	to ensure that all of the necessary conditions do not hold	to decide if the requested resources for a process have to be given or not	to recover from a deadlock				
16	Mutual exclusion can be provided by the	3	mutex locks	binary semaphor es	both mutex locks and binary semaphor es	none of the mentioned				
17	Inter process communication is	2	allows processes to communicate and synchronize their actions when using the same address space	allows processes to communic ate and synchroniz e their actions	allows the processe s to only synchroni ze their actions without communi cation	none of the mentioned				
18	Message passing system allows processes to	1	communicate with each other without sharing the same address space	communic ate with one another by resorting to shared data	share data	name the recipient or sender of the message				
19	Each request requires that the system consider theto decide whether the current request can be satisfied or must wait to avoid a future possible deadlock.	1	resources currently available	processes that have previously been in the system	resources currently allocated to each process	future requests and releases of each process				
20	Given a priori information about thenumber of resources of each type that maybe requested for each process, it is possible to construct an algorithm that ensures that the system will never enter a deadlock state	3	minimum	average	maximum	approxima te				
21	The data structures available in the Banker's algorithm are	4	Available	Need	Allocation	All of the mentioned				

Banker's algorithm deals with   2   deadlock prevention   deadlock avoidance   deadlock   deadlock avoidance   deadlock   deadl	exclusion indipende nt process Synchron ous Execution socket Starvation Race Condition none of the
Process   Proc	nt process Synchron ous Execution Socket Starvation Race Condition none of the mentioned none of the mentioned
In their critical section. What is this condition called   Critical Execution   Progres	ous Execution  socket  Starvation  Race Condition  none of the mentioned  special program  none of the mentioned  none of our the mentioned
Techniques can be used to resolve conflicts, such as competition for resources, and synchronize processes so that they can co-operate  Techniques can be used to resolve conflicts, such as competition for resources, and synchronize processes so that they can co-operate  Which algorithm provides process synchronization for two processes  Semaphores  Synchronization for two processes  Software level  S	Starvation Race Condition none of the mentioned special program none of the mentioned
resources, and synchronize processes so that they can co-operate  Which algorithm provides process synchronization for two processes  Semaphores  Wait & Signal  Software level  Software leve	Race Condition none of the mentioned special program none of the mentioned none of other mentioned none of the
28   Process synchronization can be done on   3   hardware level   software level   both hardware level   software level   software level   both hardware level   software lev	condition none of the mentioned special program none of the mentioned
Process synchronization can be done on 3 hardware level software l	the mentioned special program none of the mentioned none of
Semaphore is a/an to solve the critical section problem.  3	none of the mentioned
30 For sharable resources, mutual exclusion	the mentioned
31 Semaphore is a/an to solve the critical section problem.  32 In a uniprocessor system concurrent processes and a manufacture of a system.  33 In a diameter of a system system of a system.  34 Semaphore is a/an to solve the critical section problem.  35 In a uniprocessor system concurrent processes cannot have overlapped.  36 In a uniprocessor system concurrent processes cannot have overlapped.  37 In a uniprocessor system concurrent processes cannot have overlapped.  38 In a uniprocessor system concurrent processes cannot have overlapped.  39 In a uniprocessor system concurrent processes cannot have overlapped.  30 In a uniprocessor system concurrent processes cannot have overlapped.  30 In a uniprocessor system concurrent processes cannot have overlapped.  30 In a uniprocessor system concurrent processes cannot have overlapped.  30 In a uniprocessor system concurrent processes cannot have overlapped.  31 In a uniprocessor system concurrent processes cannot have overlapped.  32 In a uniprocessor system concurrent processes cannot have overlapped.  33 In a uniprocessor system concurrent processes cannot have overlapped.  34 In a uniprocessor system concurrent processes cannot have overlapped.  35 In a uniprocessor system concurrent processes cannot have overlapped.  36 In a uniprocessor system concurrent processes cannot have overlapped.  37 In a uniprocessor system concurrent processes cannot have overlapped.  38 In a uniprocessor system concurrent processes cannot have overlapped.  39 In a uniprocessor system concurrent processes cannot have overlapped.  30 In a uniprocessor system concurrent processes cannot have overlapped.  30 In a uniprocessor system concurrent processes cannot have overlapped.  30 In a uniprocessor system concurrent processes cannot have overlapped.  30 In a uniprocessor system concurrent processes cannot have overlapped.  31 In a uniprocessor system concurrent processes cannot have overlapped.  32 In a uniprocessor system concurrent processes cannot have overlapped.  33 In a uni	
The resource allocation graph is not applicable to a resource allocation system  1 with multiple instances of each resource type  1 multiple instances of each resource type  33 For a deadlock to arise, which of the following conditions must hold simultaneously  4 mutual exclusion  No preemption  4 in advance processes rarely know how much resource they will need  5 What is the drawback of banker's algorithm?  4 Access  Terminatio  1 n a uniprocessor system concurrent processes cannot have overlapped  4 Access  Terminatio  1 n auditple instances of each resource type  1 madvance processes changes as time progresses  1 multiple instances of each resource type  1 mount processor system concurrent processes cannot have overlapped  4 Access  Terminatio  1 multiple instances of each resource type  1 mount processor system concurrent processes cannot have overlapped  4 Access  Terminatio  1 n multiple instances of each resource type  1 mount processor system concurrent processes cannot have overlapped  4 Access  Terminatio  1 n multiple instances of each resource type  1 mount processor system concurrent processes cannot have overlapped  4 Access	
33 For a deadlock to arise, which of the following conditions must hold simultaneously  4 Mutual exclusion preemption wait  in advance processes rarely know how much resource they will need time progresses  13 In a uniprocessor system concurrent processes cannot have overlapped  4 Access  Terminatio n	none of these
34 What is the drawback of banker's algorithm?  4 In a dvance processes of processes cannot have overlapped on the progresser of processes cannot have overlapped on the process	All of the mentioned
35 In a uniprocessor system concurrent processes cannot nave overlapped 4 Access n n	all of the mentioned
	Execution
To ensure that the hold and wait condition never occurs in the system, it must be ensured that:  To ensure that the hold and wait condition never occurs in the system, it must be ensured that:  4 whenever a resource is requested by a process, it is not holding any other resources before it begins its execution	All of these
37 Which of the following two operations are provided by the IPC facility?  4 write & delete message receive message	none of these
38 In message passing a process receives information by executing the 4 send Send Primitive Receives	Receive Primitive
39 What is Inter process communication?  2 allows processes to communicate and synchronize their actions when using the same address space  39 allows processes to communicate and synchronize their actions when using the same address space  30 allows processes to communicate and synchronize their actions when using the same address space	none of the mentioned
40 Mutual exclusion can be provided by the 3 mutex locks binary semaphore s s binary semaphore s binary s bin	mentioned
the number of the number of resources	
41 What is the solution to starvation?  1 rollbacks must be included in the cost factor must be included in resource preemption  A system has 3 processes sharing 4 resources. If each process needs a maximum of the cost factor must be included in resource preemption in be don instead in the cost factor	

43	The wait-for graph is a deadlock detection algorithm that is applicable when	1	all resources have a single instance	all resources have multiple instances	all resources have a single 7 multiple instances	all of the mentioned
44	Circular wait condition can be prevented by defining a linear ordering of	2	Program Type	Resource Type	User Type	Process Type
45	All deadlocks involve conflicting needs for	3	Computers	Users	Resourse	Programs
46	Concurrent Processes are processes that	2	do not overlap in time	overlap in time	are executed by a processor at the same time	none of these
47	The code that changes the value of the semaphore is	3	remainder section code	non – critical section code	critical section code	none of the mentioned
48	Peterson's algorithm is the solution of which of the following problem	2	deadlock	mutual exclusion	Bound Wait	none of these
49	The segment of code in which the process may change common variables, update tables, write into files is known as	2	program	critical section	non – critical section	synchronizi ng
50	For Mutual exclusion to prevail in the system	1	at least one resource must be held in a non sharable mode	the processor must be a uniprocessor rather than a multiproces sor	there must be at least one resource in a sharable mode	all of the mentioned
51	Semaphores are used to solve the problem of	3	process synchronization	mutual Exclusion	race condition	none of these
52	The process to be aborted is chosen on the basis of the following factors	4	priority of the process	process is interactive or batch	how long the process has computed	all of the mentioned
53	To to a safe state, the system needs to keep more information about the states of processes.	2	abort the process	roll back the processes	queue the process	none of these
54	An edge from process Pi to Pj in a wait for graph indicate that	1	Pi is waiting for Pj to release a resource that Pi needs	Pj is waiting for Pi to release a resource that Pj needs	Pi is waiting for Pj to leave the system	Pj is waiting for Pi to leave the system
55	For sharable resources, mutual exclusion	2	is required	is not required	may be or may not be required	none of the mentioned
56	What are Multithreaded programs	1	more prone to deadlocks	not at all prone to deadlocks	lesser prone to deadlocks	none of these
57	'm' processes share 'n' resources of the same type. The maximum need of each process doesn't exceed 'n' and the sum of all their maximum needs is always less than m+n. In this setup, deadlock	2	may occur	can never occur	has to occur	none of these
58	A computer system has 6 tape drives, with 'n' processes competing for them. Each process may need 3 tape drives. The maximum value of 'n' for which the system is guaranteed to be deadlock	3	1	3	2	4
59	Which of the following resources can cause deadlocks	2	Read only files	Shares programs	Printers	all of the mentioned
60	For effective operating system, when to check for deadlock?	3	every time a resource request is made	at fixed time intervals	both (a) and (b)	none of these