Operating system Unit -IV Question Bank

1. Which module gives control of the CPU to the process selected by the short-term scheduler?

* [**A.**](javascript:%20void(0)) dispatcher
* [**B.**](javascript:%20void(0)) interrupt
* [**C.**](javascript:%20void(0)) scheduler
* [**D.**](javascript:%20void(0)) none of the mentioned

Answer: Option A

2. The processes that are residing in main memory and are ready and waiting to execute are kept on a list called:

* [**A.**](javascript:%20void(0)) job queue
* [**B.**](javascript:%20void(0)) ready queue
* [**C.**](javascript:%20void(0)) execution queue
* [**D.**](javascript:%20void(0)) process queue

Answer: Option B

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

* [**A.**](javascript:%20void(0)) waiting time
* [**B.**](javascript:%20void(0)) turnaround time
* [**C.**](javascript:%20void(0)) response time
* [**D.**](javascript:%20void(0)) throughput

Answer: Option B

4. Which scheduling algorithm allocates the CPU first to the process that requests the CPU first?

* [**A.**](javascript:%20void(0)) first-come, first-served scheduling
* [**B.**](javascript:%20void(0)) shortest job scheduling
* [**C.**](javascript:%20void(0)) priority scheduling
* [**D.**](javascript:%20void(0)) none of the mentioned

Answer: Option A

5. In priority scheduling algorithm:

* [**A.**](javascript:%20void(0)) CPU is allocated to the process with highest priority
* [**B.**](javascript:%20void(0)) CPU is allocated to the process with lowest priority
* [**C.**](javascript:%20void(0)) equal priority processes can not be scheduled
* [**D.**](javascript:%20void(0)) none of the mentioned

Answer: Option A

6. In priority scheduling algorithm, when a process arrives at the ready queue, its priority is compared with the priority of:

* [**A.**](javascript:%20void(0)) all process
* [**B.**](javascript:%20void(0)) currently running process
* [**C.**](javascript:%20void(0)) parent process
* [**D.**](javascript:%20void(0)) init process

Answer: Option B

7. Time quantum is defined in:

* [**A.**](javascript:%20void(0)) shortest job scheduling algorithm
* [**B.**](javascript:%20void(0)) round robin scheduling algorithm
* [**C.**](javascript:%20void(0)) priority scheduling algorithm
* [**D.**](javascript:%20void(0)) multilevel queue scheduling algorithm

Answer: Option B

8. Process are classified into different groups in:

* [**A.**](javascript:%20void(0)) shortest job scheduling algorithm
* [**B.**](javascript:%20void(0)) round robin scheduling algorithm
* [**C.**](javascript:%20void(0)) priority scheduling algorithm
* [**D.**](javascript:%20void(0)) multilevel queue scheduling algorithm

Answer: Option D

9. In multilevel feedback scheduling algorithm:

* [**A.**](javascript:%20void(0)) a process can move to a different classified ready queue
* [**B.**](javascript:%20void(0)) classification of ready queue is permanent
* [**C.**](javascript:%20void(0)) processes are not classified into groups
* [**D.**](javascript:%20void(0)) none of the mentioned

Answer: Option A

10. CPU scheduling is the basis of \_\_\_\_\_\_\_\_\_\_\_\_.

* [**A.**](javascript:%20void(0)) multiprocessor systems
* [**B.**](javascript:%20void(0)) multiprogramming operating systems
* [**C.**](javascript:%20void(0)) larger memory sized systems
* [**D.**](javascript:%20void(0)) None of these

Answer: Option B

11. With multiprogramming, \_\_\_\_\_\_ is used productively.

* [**A.**](javascript:%20void(0)) time
* [**B.**](javascript:%20void(0)) space
* [**C.**](javascript:%20void(0)) money
* [**D.**](javascript:%20void(0)) All of these

Answer: Option A

12. The two steps of a process execution are :

* [**A.**](javascript:%20void(0)) I/O Burst, CPU Burst
* [**B.**](javascript:%20void(0)) CPU Burst
* [**C.**](javascript:%20void(0)) Memory Burst
* [**D.**](javascript:%20void(0)) OS Burst

Answer: Option A

13. An I/O bound program will typically have :

* [**A.**](javascript:%20void(0)) a few very short CPU bursts
* [**B.**](javascript:%20void(0)) many very short I/O bursts
* [**C.**](javascript:%20void(0)) many very short CPU bursts
* [**D.**](javascript:%20void(0)) a few very short I/O bursts

Answer: Option C

14. The switching of the CPU from one process or thread to another is called :

* [**A.**](javascript:%20void(0)) process switch
* [**B.**](javascript:%20void(0)) task switch
* [**C.**](javascript:%20void(0)) context switch
* [**D.**](javascript:%20void(0)) All of these

Answer: Option D

15. Dispatch latency is :

* [**A.**](javascript:%20void(0)) the speed of dispatching a process from running to the ready state
* [**B.**](javascript:%20void(0)) the time of dispatching a process from running to ready state and keeping the CPU idle
* [**C.**](javascript:%20void(0)) the time to stop one process and start running another one
* [**D.**](javascript:%20void(0)) None of these

Answer: Option C

16. Scheduling is done so as to :

* [**A.**](javascript:%20void(0)) increase CPU utilization
* [**B.**](javascript:%20void(0)) decrease CPU utilization
* [**C.**](javascript:%20void(0)) keep the CPU more idle
* [**D.**](javascript:%20void(0)) None of these

Answer: Option A

17. Scheduling is done so as to :

* [**A.**](javascript:%20void(0)) increase the throughput
* [**B.**](javascript:%20void(0)) decrease the throughput
* [**C.**](javascript:%20void(0)) increase the duration of a specific amount of work
* [**D.**](javascript:%20void(0)) None of these

Answer: Option A

18. Turnaround time is :

* [**A.**](javascript:%20void(0)) the total waiting time for a process to finish execution
* [**B.**](javascript:%20void(0)) the total time spent in the ready queue
* [**C.**](javascript:%20void(0)) the total time spent in the running queue
* [**D.**](javascript:%20void(0)) the total time from the completion till the submission of a process

Answer: Option D

19. Scheduling is done so as to :

* [**A.**](javascript:%20void(0)) increase the turnaround time
* [**B.**](javascript:%20void(0)) decrease the turnaround time
* [**C.**](javascript:%20void(0)) keep the turnaround time same
* [**D.**](javascript:%20void(0)) there is no relation between scheduling and turnaround time

Answer: Option B

20. Waiting time is :

* [**A.**](javascript:%20void(0)) the total time in the blocked and waiting queues
* [**B.**](javascript:%20void(0)) the total time spent in the ready queue
* [**C.**](javascript:%20void(0)) the total time spent in the running queue
* [**D.**](javascript:%20void(0)) the total time from the completion till the submission of a process

Answer: Option B

21. Scheduling is done so as to :

* [**A.**](javascript:%20void(0)) increase the waiting time
* [**B.**](javascript:%20void(0)) keep the waiting time the same
* [**C.**](javascript:%20void(0)) decrease the waiting time
* [**D.**](javascript:%20void(0)) None of these

Answer: Option C

22. Response time is :

* [**A.**](javascript:%20void(0)) the total time taken from the submission time till the completion time
* [**B.**](javascript:%20void(0)) the total time taken from the submission time till the first response is produced
* [**C.**](javascript:%20void(0)) the total time taken from submission time till the response is output
* [**D.**](javascript:%20void(0)) None of these

Answer: Option B

23. Scheduling is done so as to :

* [**A.**](javascript:%20void(0)) increase the response time
* [**B.**](javascript:%20void(0)) keep the response time the same
* [**C.**](javascript:%20void(0)) decrease the response time
* [**D.**](javascript:%20void(0)) None of these

Answer: Option C

24. Round robin scheduling falls under the category of :

* [**A.**](javascript:%20void(0)) Non preemptive scheduling
* [**B.**](javascript:%20void(0)) Preemptive scheduling
* [**C.**](javascript:%20void(0)) None of these

Answer: Option B

25. With round robin scheduling algorithm in a time shared system,

* [**A.**](javascript:%20void(0)) using very large time slices converts it into First come First served scheduling algorithm
* [**B.**](javascript:%20void(0)) using very small time slices converts it into First come First served scheduling algorithm
* [**C.**](javascript:%20void(0)) using extremely small time slices increases performance
* [**D.**](javascript:%20void(0)) using very small time slices converts it into Shortest Job First algorithm

Answer: Option A

26. The portion of the process scheduler in an operating system that dispatches processes is concerned with :

* [**A.**](javascript:%20void(0)) assigning ready processes to CPU
* [**B.**](javascript:%20void(0)) assigning ready processes to waiting queue
* [**C.**](javascript:%20void(0)) assigning running processes to blocked queue
* [**D.**](javascript:%20void(0)) All of these

Answer: Option A

27. Complex scheduling algorithms :

* [**A.**](javascript:%20void(0)) are very appropriate for very large computers
* [**B.**](javascript:%20void(0)) use minimal resources
* [**C.**](javascript:%20void(0)) use many resources
* [**D.**](javascript:%20void(0)) All of these

28. Which scheduling algorithm allocates the CPU first to the process that requests the CPU first?

**A.** first-come, first-served scheduling

B. Shortest Job first

C. Round Robin

D. None of the Above

Ans: A

29. 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

Answer: B

30. What is Scheduling?  
a) allowing a job to use the processor  
b) making proper use of processor  
c) all of the mentioned  
d) none of the mentioned

Answer: a