



NATIONAL OPEN UNIVERSITY OF NIGERIA
14-16 AHMADU BELLO WAY, VICTORIA ISLAND LAGOS
MARCH/APRIL 2016 EXAMINATION

SCHOOL OF SCIENCE AND TECHNOLOGY

COURSE CODE: CIT832
COURSE TITLE: INTRODUCTION TO OPERATING SYSTEMS AND NETWORKING MANAGEMENT

Time Allowed: 2 Hours
Course Unit: 2

Instruction: Answer Any Four Questions

- 1a. State four of the common features of Graphical User Interfaces (GUIs). 8 marks
- b. List four major components of the development environment for most GUIs. 8 marks
- c. Define window. 1 ½ marks
- 2a. Explain what is meant by an operating system. 4 marks
- b. State three reasons for studying operating systems. 6 marks
- c. List two ways one can interact with an operating system. 4 marks
- d. How do buffering and spooling improve system performance? 3 ½ marks
- 3a. What do you understand by virtual machine? 4 marks
- b. List three uses and advantages of virtual machine. 4 ½ marks
- c. Define kernel. 3 marks
- d. State four main functions of kernel. 6 marks
- 4a. List six basic issues in the design of a traditional operating system. 6 marks
- b. Explain what is meant by a network operating system. 3 marks
- c. List three capabilities of a network operating system. 4 ½ marks

d. State four primary advantages of distributed systems. 4 marks

5a. Explain Symmetric Multiprocessing (SMP) concept. 5 ½ marks

b. State three characteristics of a symmetric multiprocessor. 6 marks

c. Outline four advantages of SMP over uniprocessor architecture. 6 marks

6a. Write short note on guided transmission and guided media 3 ½ marks

b. List and briefly explain the four basic types of guided media. 14 marks