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Operating System Interview Questions List

1. What is an Operating System?

An Operating system is the software which acts as intermediate between users and the computer hardware. A users cannot directly interacts with hardware there is an operating system that act as mediator between two.

2. Enlists different types of operating System?

Following are the types of operating system:

- Simple batch system.
- Multi-programming batch system.
- Time-Sharing Systems.

- Personal- Computer Systems.
- Parallel/ Multiprocessor Systems.
- Distributed Systems.
- Clustered System.
- Real-Time System.

3. Explain Multi-programming Batch System?

In this types of operating system several jobs are kept in main memory(RAM) at the same time CPU picks one job which is ready for executing and execute it.

Example:

Operating System
Job-1
Job-2
Job-3
Job-n

4. Explain Time Sharing System?

In Time sharing System CPU executes jobs kept in main memory or disk by switching among them. This switching is so fast that end-user can interact with program while it is running. It is also called as Multitasking.

5. Explain Parallel or Multiprocessor System?

In this System, Multiple Processors are responsible for handling multiple jobs. Suppose there are 10 jobs to be executed and we have 10 processors, so each job will be executed by an independent processor.

Note jobs can be anything: Programs, subprograms ,etc.

There are basically two types of Multiprocessor System:

- Symmetric Multiprocessing.

- Asymmetric Multiprocessing.

6. What is Symmetric Multiprocessing?

SMP (symmetric multiprocessing) is multiple-processor processing of programs that have a shared operating system and memory.

In SMP each processor runs an identical copy of the operating system. In which a single copy of an operating system is in charge of all the processors.

SMP systems are considered better than online transaction processing (OTP) systems in which many users access the same database in a fairly simple set of transactions. To this extent, an advantage of SMP is the ability to dynamically manage the workload between computers (and thus support more users more quickly).

7. What is Asymmetric Multiprocessing?

It has the master-slave relationship between the processors. The remaining slave processor is managed by one master processor. The master processor allocates processes to slave processor, otherwise they may have to perform some predefined task.

It is suitable in extremely large system.

8. Explain Real time operating System?

In those systems where data processing can be performed in the specified and short period of time, In this case the real-time operating system is used.

Some of the best known, Most widely deployed real-time operating systems are:

Lynx OS, Windows, Free RTOS. etc.

There are two types of Real time operating system:

- Hard RTOS.

- Soft RTOS.

9. Explain Hard RTOS?

It is a Type of RTOS in which deadlines are important, meaning a given task must be executed at a specified scheduled time.

Suppose we have a task "x" and it has deadline 1 hours, So in Hard RTOS task x must be executed within 1 hour.

Example:m Medical Critical care System, Aircraft traffic controlling Systems, etc.

10. Explain soft RTOS?

The Type of RTOS in which deadlines are important but allow some delay, meaning a given task must be executed at a specified scheduled time but a delay of a small amount is acceptable.

So deadlines are handled softly by this types of RTOS.

Example: Online Transaction systems. Stock market, etc.

11. Describe distributed Operating System?

In this type of Operating system various autonomous loosely coupled systems communicate with each other using a shared communication system. Distributed systems use multiple central processors that are used to handle multiple applications and multiple users.

12. What are the advantages of Distributed Operating System?

Following are the advantages of Distributed operating system:

- Resource sharing is easy.
- Computation speed is fast.
- More reliable means if one nodes fails complete system is doesn't fail.
- Communication between system is easy.

13. What are the services of Operating system?

Following are the services of operating system:

- **Programs executions:** It is a system capability to load a program into the main memory and run it.
- **I/O Operations:** The Operating system must provide a means to perform input and output operations.
- **File Management:** OS must provide service to read, write, create, and delete files.
- **Communications:** Operating System must provide a communication medium to exchange information between a process executing either on the same computer or on different computers.
- **Error detection:** It is a system capability to ensure correct computing by detecting errors in the CPU, memory, in IO devices, and in User programs.

Some more additional services by Operating systems are:

- **Resource allocations:** Allocating resources to multiple users or multiple jobs running at the same time.
- **Accounting:** keep track of user performed tasks.
- **Protection:** Ensures only authenticate users enter the system.

14. What is Kernel in Operating System?

It is the heart of operating which is also the central part of the operating system. It is generally responsible for operations such as memory management, process and task management, and disk management. In simple terms, it is an interface between the user application and the hardware.

There are basically 5 types of kernel:

- Monolithic kernel.
- Micro kernel.
- Hybrid kernel.

- Nano kernel.
- Exo kernel.

15. Explain Monolithic kernel?

In this type of kernel architecture all essential system services like-memory management, communication, file management are all packed in one module in kernel space.

This approach provides rich and powerful hardware access. These type of kernel is used in UNIX, Linux operating system.

16. Explain Micro kernel?

In Micro kernel, the kernel provides basic functionality that allows the execution of servers and separate programs.

The kernel is broken into separate processes known as servers, Where some of the servers run in the users space and some run in kernel space.

All servers are kept separate and run in different address space.

Communication in micro kernel is done via message passing. Where servers communicate through Inter-process communication.

17. What is Process in Operating System?

In the Operating System, a process is a program under execution. Suppose we write a java program and execute it, the compiler creates byte code this byte code when executed become process.

When Program is loaded in main memory it is divided into four sections – Stack, Heap, Data. and Text

18 What is Thread?

A Thread is the smallest unit of execution, A process can be divided into multiple thread and each thread can be executed independently and then their result is combined.

Each Thread is having its own Thread ID, Program counter, register set, and the stack.

19. Difference between Process and Thread?

Process	Thread
A Process is a program in execution.	A Thread is the smallest unit of execution.
It requires more time for context switching.	As they are lighter than process it requires less time in context switching.
The process is totally independent and doesn't share memory.	Threads may share its memory with other threads.
Communication time is more.	Communication time is less.
It requires more resources.	It requires fewer resources.

21. What is Message Passing and Shared Memory?

Message Passing: In this type of Inter-Process communication, Process communicate with each by exchanging messages between them. This type of IPC is useful when data is small.

It is easily implemented using System calls and it takes less time than Shared Memory.

Shared Memory: In This type of IPC a dedicated region is made and is shared among cooperating processes.

Processes exchanges information by reading, writing data to this shared region. kernel assistance is required only once for setting shared memory.

22. Explain Process Life Cycle?

During execution of process a process can be in following state:

- **New Born state:** A newly born process resides in New born state.
- **Read State:** When the Process is ready for execution it resides in a ready queue and the process is said to be in a ready state.
- **Running State:** If a process is currently having CPU control and is executing then the process is said to be in running state.
- **Waiting State:** When a process is waiting for CPU control, it is said to be in the waiting state.
- **Terminated State:** If a process is fully executed we terminate its process control block.
-

23. What is Process control?

It is a block that contain all information related to a process. Like Process Id, process state, process priority, program counter, etc.

24. What is System calls in Operating System?

Since we cannot directly contact hardware peripherals these system call provides an interface between a running program and the operating system.

25. What are schedulers in Operating System , also Enlist its types?

In order to run process we requires a process called scheduling, which allow execution of different processes using some criteria.

Process Scheduling is achieved using schedulers. Suppose we are having 10 processes in a queue and we want to process 3 should be executed first out of 1o processes. So we must be able to do this.

There are basically 3 Schedulers:

- Short-Term Schedulers.
- Medium-Term Schedulers.
- Long-Term Schedulers.

26. Differentiate between Short, Medium and Long-Term Scheduler?

Short Term	Medium Term	Long Term
It is called as CPU Scheduler.	It is used for process swapping.	Long Term Scheduler are Job scheduler.
Speed is fast	moderate speed.	Speed is lesser than short term scheduler.
Provides lesser control to degree of Multi-programming.	It reduces degree of Multi-programming.	It controls degree of multi-programming.

27. Explain Context switching with respect to Operating System?

It is a mechanism by which CPU switch from one process to next process, while switching from one process to other it saves the state of old process and load the saved state for new process.

28. Enlist Different types of scheduling algorithms?

Following are the scheduling algorithm:

- First, come First First serve**(FCFS).**
- Shortest Job Next scheduling**(SJN).**
- Priority scheduling.
- Shortest Remaining Time.
- Round Robin (RR) Scheduling.

29. Explain Various types of Scheduling algorithm?

First come First serve scheduling– In this scheduling algorithm, the process which enters first will be allotted CPU first. Suppose there are two processes p1 and p2 where p1 enters before process p2. so in this case p1 will have it execution first.

Shortest Job Next Scheduling– In this scheduling the process which is will requires shortest CPU time will be executed first.

Priority Scheduling- Every process is having priority, if scheduling of process takes place on the basis of process priority, it is called as priority scheduling.

High priority process is executed first then low priority process.

Shortest Remaining Time Scheduling- Processor is allocated to the process which is closest to its completion. but this executing can be interupted by new process who has shorter time for execution.

Round Robin Scheduling- Each process is given fixed time for execution which is called quantum time, once a process is executed for given time, it is interrupted and new process is executed for quantum time, and this procedure continues.

30. Explain swapping in operating System?

The main memory is limited resource and whenever any program(process) is executed it is stored in main memory. Sometimes Main memory is occupied by the process which is ideal(not executing and waiting) so in this case memory is wasted.

So swapping is the process in which we temporarily swap some process from main memory to secondary storage and make the main memory available for other process.

After some time these swapped process is called back to the main memory for their execution.

31. Explain fragmentation in Operating system?

During execution of process, process is loaded and removed from memory. These free memory space is broken into little pieces and it cannot be allocated to the other processes, considering its small size, due to this memory blocks remain unused,this problem is called as fragmentation.

32. What is segmentation in os?

A memory management technique in which a process or job is divided into various segments consists of different sizes. when a process is executed its corresponding segment is also loaded into the non contiguous memory.

33. What is Paging in Operating System?

Paging is a storage mechanism used in Operating Systems to retrieve processes in the form of pages from the secondary storage into the main memory.

The main idea behind paging is to divide up each process in pages form. Even the central memory is split in the form of frames.

One page of the process shall be stored in one of the memory frames. The pages may be located at various memory locations but it is always a priority to locate the contiguous frames or gaps.

Process pages are only brought into the main memory when required otherwise they reside in the secondary storage.

Different operating systems define various frame sizes. Every frame has to have equal sizes.

34. What is demand paging?

Demand paging is similar to paging with swapping, In this process operating system bring all the pages to RAM which are not present.

35. What is thrashing in Os?

Thrashing is a state or circumstance where the machine spends a large portion of its time fixing the faults on the list, but it is quite marginal to actually process.

36 What is dual-mode operation?

In order to protect the operating systems and the system programs from the malfunctioning programs the two mode operations were evolved:

1. System mode.

2. User mode.

Here the user programs cannot directly interact with the system resources, instead they request the operating system which checks the request and does the required task for the user programs DOS was written for / Intel 8088 and has no dual-mode. Pentium provides dual-mode operation.

37. What is process synchronization?

A situation, where several processes access and manipulate the same data concurrently and the outcome of the execution depends on the particular order in which the access takes place, is called race condition.

To guard against the race condition we need to ensure that only one process at a time can be manipulating the same data. The technique we use for this is called process synchronization.

38. What is critical section problem?

Critical section is the code segment of a process in which the process may be changing common variables, updating tables, writing a file and so on. Only one process is allowed to go into critical section at any given time (mutually exclusive).

The critical section problem is to design a protocol that the processes can use to co-operate. The three basic requirements of critical section are:

1. Mutual exclusion

2. Progress

3. bounded waiting

Bakery algorithm is one of the solutions to CS problem.

39. What is a semaphore?

Ans: It is a synchronization tool used to solve complex critical section problems. A semaphore is an integer variable that, apart from initialization, is accessed only through two standard atomic operations: Wait and Signal.

40. What is bounded-buffer problem?

Here we assume that a pool consists of n buffers, each capable of holding one item. The semaphore provides mutual exclusion for accesses to the buffer pool and is initialized to the value 1.The empty and full semaphores count the number of empty and full buffers, respectively. Empty is initialized to n, and full is initialized to 0.

41.What is readers-writers problem?

Here we divide the processes into two types:

1. Readers (Who want to retrieve the data only)

2. Writers (Who want to retrieve as well as manipulate)

We can provide permission to a number of readers to read same data at same time.But a writer must be exclusively allowed to access. There are two solutions to this problem:

1. No reader will be kept waiting unless a writer has already obtained permission to use the shared object. In other words, no reader should wait for other readers to complete simply because a writer is waiting.

2. Once a writer is ready, that writer performs its write as soon as possible. In other words, if a writer is waiting to access the object, no new may start reading.

42.What is dining philosophers' problem?

Consider 5 philosophers who spend their lives thinking and eating. The philosophers share a common circular table surrounded by 5 chairs, each belonging to one philosopher. In the center of the table is a bowl of rice, and the table is laid with five single chop sticks.

When a philosopher thinks, she doesn't interact with her colleagues.

From time to time, a philosopher gets hungry and tries to pick up two chop sticks that are closest to her.

A philosopher may pick up only one chop stick at a time. Obviously she can't pick the stick in some others hand. When a hungry philosopher has both her chopsticks at the same time, she eats without releasing her chopsticks.

When she is finished eating, she puts down both of her chopsticks and start thinking again.

43. What is a deadlock?

Suppose a process request resources; if the resources are not available at that time the process enters into a wait state.

  A waiting process may never again change state, because the resources they have requested are held by some other waiting processes. This situation is called deadlock.

44.What are necessary conditions for dead lock?

1. Mutual exclusion (where at least one resource is non-sharable)

2. Hold and wait (where a process hold one resource and waits for other resource)

3. No preemption (where the resources can't be preempted)

4. circular wait (where p[i] is waiting for p[j] to release a resource. i= 1,2,…n

j=if (i!=n) then i+1

else 1)

44. What are deadlock prevention techniques?

1. **Mutual exclusion :** Some resources such as read only files shouldn't be mutually exclusive. They should be sharable. But some resources such as printers must be mutually exclusive.

2. **Hold and wait :** To avoid this condition we have to ensure that if a process is requesting for a resource it should not hold any resources.

3. **No preemption :** If a process is holding some resources and requests another resource that cannot be immediately allocated to it (that is the process must wait), then all the resources currently being held are preempted(released autonomously).

4. Circular wait : the way to ensure that this condition never holds is to impose a total ordering of all the resource types, and to require that each process requests resources in an increasing order of enumeration.

45.What is a safe state and a safe sequence?

A system is in safe state only if there exists a safe sequence. A sequence of processes is a safe sequence for the current allocation state if, for each Pi, the resources that the Pi can still request can be satisfied by the currently available resources plus the resources held by all the Pj,

with j

46.What are the deadlock avoidance algorithms?

A dead lock avoidance algorithm dynamically examines the resource-allocation state to ensure that a circular wait condition can never exist. The resource allocation state is defined by the number of available and allocated resources, and the maximum demand of the process.

There are two algorithms:

1. Resource allocation graph algorithm

2. Banker's algorithm

a. Safety algorithm

b. Resource request algorithm

47 What is Banker Algorithm?

Banker's algorithm is a **deadlock avoidance algorithm**. It is named so because this algorithm is used in banking systems to determine whether a loan can be granted or not.

Consider there are n account holders in a bank and the sum of the money in all of their accounts is S. Every time a loan has to be granted by the bank, it subtracts the **loan amount** from the **total money** the bank has. Then it checks if that difference is greater than S. It is done because, only then, the bank would have enough money even if all the n account holders draw all their money at once.

48 What are the Methods for Handling Deadlocks?

A. Ensure that the system will never enter a deadlock state.

B. Allow the system to enter a deadlock state and then recover.

C. Ignore the problem and pretend that deadlocks never occur in the system; used by most operating systems, including UNIX.

49 Recovery from Deadlock?

Process Termination:

->Abort all deadlocked processes.

->Abort one process at a time until the deadlock cycle is eliminated.

->In which order should we choose to abort?

Priority of the process.

How long process has computed, and how much longer to completion.

Resources the process has used.

Resources process needs to complete.

How many processes will need to be terminated?

Is process interactive or batch?

Resource Preemption:

->Selecting a victim – minimize cost.

->Rollback – return to some safe state, restart process for that state.

->Starvation – same process may always be picked as victim, include number of rollback in cost factor.

50. What is starvation and aging?

Starvation: Starvation is a resource management problem where a process does not get the resources it needs for a long time because the resources are being allocated to other processes.

Aging: Aging is a technique to avoid starvation in a scheduling system. It works by adding an aging factor to the priority of each request. The aging factor must increase the request's priority as time passes and must ensure that a request will eventually be the highest priority request (after it has waited long enough).

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OS

INTERVIEW

QUESTIONS

Most asked Interview Questions

BY : CODE OF GEEKS

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Operating System Interview Questions

This e-book contains **most frequently asked questions** on **Operating System.**

Prepared by **CODE OF GEEKS**

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SET 1 – Q1 – Q5

Q. What is an Operating System ?

A. Operating System acts as the interface between the user of a computer and computer hardware.

Q. What is the main purpose of Operating System ?

A. The main purpose of Operating system is to provide an environment in which a user can execute programs in a convenient and efficient manner. OS can be considered as a software, used for managing hardware.

Q. Name the tasks performed by Operating System ?

A. 1. Process Management.

2. Memory Management.

3. File System Management.

4. Device Management.

Q. When you consider OS as a resource manager ?

A. Considering the operating system as resource manager, it must do the following :

1. Keep track of resources.

2. Allocate/ Deallocate resource

Q. What are the services offered by Operating system ?

A. 1. Program Execution.

2. I/O operations.

3. File System manipulation.

4. Error Detection.

5. Protection & Security.

SET 2 – Q6 – Q10

Q. What is Batch Processing OS ?

A. In Batch Processing OS, operator collects th job from programmmers and seperate them on the basis of jobs, hence makes batches of similar types of jobs.

Q. Give main advantage of Batch Processing OS ?

A. Increased Performance : It is possible to start a new job, as soon as previous job gets executed.

Q. Give main disadvantage of Batch Processing OS ?

A. Larger Turn Around Time.

Job can enter infinite loop.

Q. What is Spooling ?

A. Spooling refers to Simultaneous Peripheral Operations Online. It is the process of putting jobs in a buffer (special area of memory), where a device can access them when it is ready.

Q. Why Spooling is useful ?

A. We know that different devices access data at different rates. Buffer provides a waiting station where data can rest while slow devices catch up.

SET 3 – Q11 – Q15

Q. Explain the process of Multi-programming ?

A. When two or more programs are in memory at the same time, sharing the processor, is referred to as Multiprogramming. It increases CPU utilization by organizing jobs. Multiprogramming system provides an environment where various system resources are utilized efficiently.

Q. Give main disadvantage of Multi-programming Systems ?

A. 1. Memory Management is required.

2. CPU Scheduling is required.

Q. What are Multi Tasking OS ?

A. In multitasking os, multiple program can be at running state at same time. OS determines which applications should run in what order.

Q. What do you understand by term, " Time Sharing " ?

A. Time Sharing is a technique which enables many people, located at various terminals, to use a particular system at the same time.

Q. Explain real time operating system ?

A. A real-time operating system is an operating system intended to serve real-time applications that process data as it comes in, typically without buffer delays.

They are of two types :

Hard RTOS – restrictive

Soft RTOS – less restrictive

SET 4 – Q16 – Q20

Q. What are the examples of real time os ?

A. Air traffic Control System, Airline Reservation system.

Q. What are tightly coupled systems ?

A. Systems in which hardware and software are linked together, and are also dependent upon each other.

Q. What are System calls ?

A. System calls are interfaces for users request to operating system via different user applications.

Q. What do you know by virtual machines ?

A. A virtual machine is an emulation of a computer system. Virtual machines are based on computer architectures and provide functionality of a physical computer.

Q. What is Kernel ?

A. Kernel is the center hub of the Operating System. It acts as a bridge between applications and the data processing performed at the hardware level using system calls.

There are two types of kernel : Monolithic & Microlithic.

SET 5 – Q21 – Q25

Q. Differentiate between Monolithic & Microlithic kernels ?

A. 1. In monolithic kernel, request is serviced faster whereas in microlithic, it may be slower.

2. In monolithic kernel, all OS services are included whereas in microlithic provides IPC (Inter Process Communication).
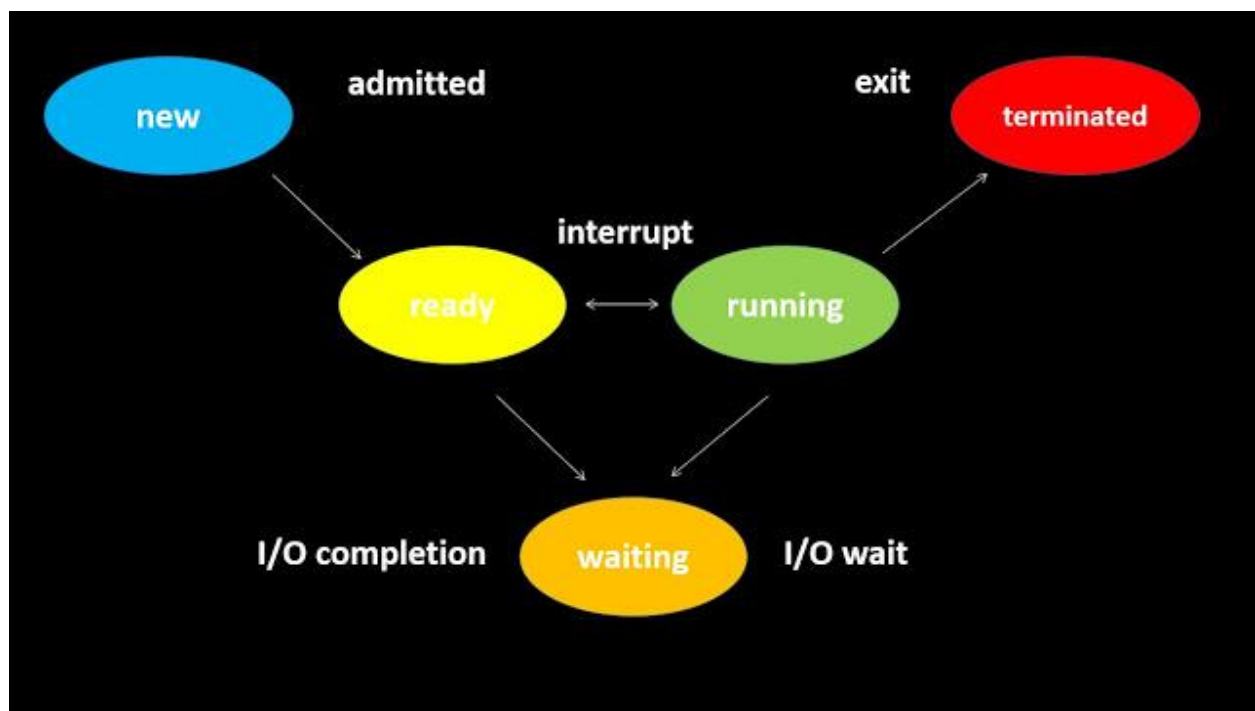
Q. What is a Shell ?

A. Shell acts as a GUI or an interface between the user and the kernel. It is used convert user command to low level.

Q. What is a Process ?

A. A Process is a program in execution. A process may be in anyone of new, ready, running, or waiting state.

Q. Explain the various states of a process ?

A.

Q. Name the information stored in a PCB (Process Control Block) ?

A. Following information are stored in PCB :

Process State, Process Number, Program Counter, mem. related info.

SET 6 – Q26 – Q30

Q. What is Context Switching ?

A. It is the process in which CPU switches from one process to another, is referred to as Context Switching. It is achieved with the help of Schedulers.

Q. What is Critical Section ?

A. Critical Section concept is widely used in concurrent programming. It is a piece of code, that accesses a shared resource that must not be accessed by more than one executing thread.

Q. What are Semaphores ?

A. In computer science, a semaphore is a variable or abstract data type used to control access to a common resource by multiple processes in a concurrent system such as a multitasking operating system.

Q. Explain following terms :

1. Throughput : Throughput is the number of processes completed per unit time.

2. Turnaround Time : It is the time interval from the time of submission of a process to the time of process completion.

3. Waiting Time: It is the amount of time spent by a proocess, waiting in the ready queue.

4. Response Time: It is the time between submission of requests and first response to the request.

It is desirable to maximize throughput and minimize turnaround time, waiting time, response time.

Q. Tell me some CPU scheduling algorithm ?

A. 1. First Come First Serve (FCFS) : Processes are served on the basis of their arrival time.

2. Shortest Job First (SJF) : Processes are served on the basis of shortest execution time.

3. Round Robin Scheduling Algorithm : Processes are served on the basis of fixed time quantum allocated to each process.

4. Priority Scheduling : Processes are served on the basis of their priorities.

Note ! You must know the working of these algorithms.

SET 7 – Q31 – Q35

Q. Explain Deadlock ?

A. Deadlock is a situation where two or more processes wait for same resource which is being held by some other process. Sometimes, this wait never ends. This is deadlock.

Q. What are necessary conditions for deadlock ?

A. Deadlock arises when following conditions happen simultaneously :

1. **Mutual Exclusion** : It means that only one process can acquire a resource at a time.

2. **Hold and Wait** : A process must be holding atleast one resource and waiting for additional resources that are being acquired by others.

3. **No preemption** : Resources can not be preempted. It means that resource will only be freed when process executes completely.

4. **Circular Wait** : For n number of processes, there might be a scenerio when process p2 is looking for resource held by p1, p3 is looking for resource held by p2 and so on. This is circular wait.

Q. How we can prevent deadlocks ?

A. Deadlocks can be prevented, by ensuring that one or more of above properties does not holds.

Q. How logical address differs from physical address ?

A. Logical addresses are generated by CPU and physical address describes actual location of instructions.

Q. Explain Starvation ?

A. Starvation is a condition where a process does not get the resources it needs for a long time because the resources are being allocated to other process. This scenerio is most common in Priority based scheduling.

SET 8 – Q36 – Q40

Q. What do you know about Banker's Algorithm ?

A. It is the resource allocation and deadlock avoidance algorithm developed by E. Dijikstra.

Q. Explain fragmentation and its types ?

A. Fragmentation is a phenomenon in which storage space is used inefficiently, reducing capacity or performance or even both. There are two types of fragmentation : Internal and External.

Q. What is Paging ?

A. Paging is the memory management scheme that allows physical address space of a process to be non contiguous. Paging is used to counter external fragmentation and disk compaction.

Q. Define Segmentation ?

A. Segmentation is the technique used for memory management. In this, logical address generated by CPU is divided into different segments.

Q. Name the strategies used to select free holes from the set of available holes ?

A. 1. First Fit.

2. Best Fit.

3. Worst Fit.

SET 9 – Q41 – Q46

Q. What is Virtual Memory ?

A. Virtual memory is the technique of providing programmers with the large space area for the execution of a program. It is the part of secondary storage area.

Q. Explain Demand Paging ?

A. Demand paging is a method of virtual memory management. In a system that uses demand paging, the operating system copies a disk page into physical memory only if an attempt is made to access it and that page is not already in memory. It is the example of lazy loading.

Q. Do you know what is page fault ?

A. When a requested page is not found in main memory, then it is referred to as Page Fault.

Q. Explain the role of Cache memory ?

A. Cache memory is fast and special storage place which is used to store most frequently used instructions.

Q. What is an Interrupt ?

A. Interrupt is an event that causes CPU to stop the normal execution of a current program and switch to another process. Interrupt may be classified into two parts : Software and Hardware interrupts.

Q. What is RAID ?

A. RAID (Redundant Array of Independent Disks) is a data storage virtualization technology that combines multiple physical disk drive components into one or more logical units for the purposes of data redundancy, performance improvement, or both.

So, these are the most asked interview questions on Operating System.

We, at CODE OF GEEKS, wish you all the best for your upcoming future.