

- Q1. Illustrate how demand paging affects system performance.
- Q2. Describe the steps in handling a page fault.
- Q3. What is thrashing, how it can be controlled?
- Q4. For the following string: 1 2 3 4 1 2 5 1 2 3 4 5. Calculate no. page faults using FIFO and LRU for memory with 3 and 4 frames.
- Q5. What is file? What are its attributes and explain various file operations? Mention different types of files.

Solution

1. In OS, demand paging is the copying of disk page from physical memory if an access is made to it and it is not present already in memory.
2. If it is not present it is fetched.
3. Thrashing is high frequency swapping that leads to over utilization of CPU resources for swapping. It can be prevented by allocating each process as many frames as it requires during run.
4. Watch the video
5. All about Files.