1) The management of multiple processes within a uniprocessor system is \_\_\_\_\_**A**\_\_\_\_\_ .

A)  multiprogramming   B)  structured applications

C)   distributed processing   D)  multiprocessing

2) A situation in which a runnable process is overlooked indefinitely by the scheduler,

although it is able to proceed, is \_\_\_\_**C**\_\_\_\_\_ .

A) mutual exclusion B) deadlock

C) starvation D) livelock

3) The requirement that when one process is in a critical section that accesses shared resources,

no other process may be in a critical section that accesses any of those shared resources is \_\_\_**C**\_\_\_\_\_ .

A) critical section B) livelock

C) mutual exclusion D) atomic operation

4) A \_\_\_\_**A**\_\_\_\_\_ is an integer value used for signaling among processes.

A) semaphore B) message

C) mutex D) atomic operation

5) \_\_**C**\_\_\_\_ is when the sequence of instruction is guaranteed to execute as a group,

or not execute at all, having no visible effect on system state.

A) Critical section B) Mutual exclusion

C) Atomic operation D) Starvation

6) \_\_\_\_\_\_\_\_ is a section of code within a process that requires access to shared resources and that must not be executed

while another process is in a corresponding section of code.

**Critical Section**

7) A \_\_\_\_\_\_\_\_ is a mutual exclusion mechanism in which a process executes in an infinite loop waiting for the value of a

lock variable to indicate availability.

**Spinlock**

8) In the case of competing processes three control problems must be faced: mutual exclusion, deadlock, and \_\_\_\_\_\_\_\_ .

**Starvation**

9) A \_\_\_\_\_\_\_ is a semaphore that takes on only the values of 0 and 1.

**Binary Semaphore**

10) A situation in which multiple threads or processes read and write a shared data item and the final result depends on

the relative timing of their execution is a \_\_\_\_\_\_\_\_ .

**Race Condition**