



**PUNE VIDYARTHI GRIHA'S**  
**COLLEGE OF SCIENCE AND TECHNOLOGY**  
**Affiliated to University of Mumbai**

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## Question Bank

**Class: S.Y.B. Sc.CS**

**Semester: III**

**Subject: Operating System**

### Unit 1

1. The Running state means process is :
  - a) Terminated
  - b) Currently using CPU
  - c) Unable to run
  - d) Stopped to let another process run
  
2. IPC stands for \_\_\_\_
  - a) Interface Communication
  - b) Interprocess Communication
  - c) Interface Coordination
  - d) Interprocess Coordination
  
3. Many to many thread model multiplexes :
  - a) many user level threads to many kernel level threads
  - b) many user level threads to few kernel level threads
  - c) data bytes
  - d) process and program
  
4. \_\_\_\_\_ is the layer of the Computer System between the hardware and the user program
  - a) Operating Environment
  - b) Operating System
  - c) Operating Layer
  - d) System Environment
  
5. \_\_\_\_\_ make up the interface between processes and the operating system.
  - a) System Calls
  - b) The Shell
  - c) Thread

- d) Devices
6. \_\_\_\_\_ lets you use your mouse to click icons, buttons, and menus, and everything is clearly displayed on the screen using a combination of graphics and text.
- a) UI
  - b) GUI
  - c) Batch
  - d) CMD
7. Which is the Linux operating system?
- a) Private operating system
  - b) Windows operating system
  - c) Open-source operating system
  - d) Normal operating system
8. Sleep causes \_\_\_\_\_
- a) thread to block
  - b) process to block
  - c) Race Conditions
  - d) process to wakeup
9. After 'Sleep' another process is not scheduled to run until this process uses
- a) Wakeup' system call
  - b) Open' system call
  - c) Read' system call
  - d) Send' system call
10. Part of the OS that decides which process should run and when is called
- a) Receiver
  - b) Scheduler
  - c) Parser
  - d) Sender
11. In this model processes can send and receive messages
- a) Mutex
  - b) Message Passing
  - c) Producer Consumer
  - d) Monitors
12. Thread table does NOT store:
- a) USB devices
  - b) program counter
  - c) stack pointer
  - d) registers
13. Threads allow a single application to:
- a) not to handle interrupts
  - b) not to grow vertically

- c) do one thing at a time
- d) do many things at once

14. A Process Control Block does NOT contain

- a) process state
- b) response time
- c) program counter
- d) registers

15. A 'Ready' state means:

- a) process has completed
- b) CPU is working on process's instructions
- c) process has all resources available that it needs to run.
- d) process is waiting

16. \_\_\_\_ include accumulators, stack pointers, and general process register

- a) process state
- b) program counter
- c) I/O status information
- d) CPU registers

17. When does page fault occur?

- a) The page is present in memory.
- b) The deadlock occurs.
- c) The page does not present in memory.
- d) The buffering occurs.

18. A problem encountered in multitasking when a process is perpetually denied necessary resources is called \_\_\_\_\_

- a) Deadlock
- b) Starvation
- c) Inversion
- d) Aging

19. In FCFS scheduling: \_\_\_\_\_

- a) CPU is allotted to process with shortest time
- b) CPU is allotted to process in round robin manner
- c) process that requests CPU first is processed first
- d) CPU allotted to processes in batch mode

20. In this algorithm CPU is assigned to the process that has the shortest length

- a) Priority Scheduling
- b) Shortest Job First
- c) Round Robin
- d) First Come First Serve

21. The \_\_\_\_\_ manager manages the communication between applications and the interfaces provided by device drivers.

- a) Linux I/O manager
- b) I/O manager
- c) Windows kernel-mode I/O system
- d) Windows I/O

22. When we execute a C program, CPU runs in \_\_\_\_\_ mode.

- a) user
- b) kernel
- c) supervisory
- d) system

23. All UNIX and LINUX systems have one thing in common which is \_\_\_\_\_

- a) set of system calls
- b) set of commands
- c) set of instructions
- d) set of text editors

24. Which of the following system call is used for opening or creating a file?

- a) read
- b) write
- c) open
- d) close

25. There are \_\_\_\_\_ modes of opening a file.

- a) 4
- b) 3
- c) 2
- d) 1

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

- a) dispatcher
- b) interrupt
- c) scheduler
- d) Cpu

27. The processes that are residing in main memory and are ready and waiting to execute are kept on a list called \_\_\_\_\_

- a) job queue
- b) ready queue
- c) execution queue
- d) process queue

28. The interval from the time of submission of a process to the time of completion is termed as \_\_\_\_\_

- a) waiting time
- b) turnaround time

- c) response time
- d) throughput

29. Which one of the following can not be scheduled by the kernel?

- a) kernel level thread
- b) user level thread
- c) process
- d) Scheduler

30. Multithreading on a multi – CPU machine \_\_\_\_\_

- a) decreases concurrency
- b) increases concurrency
- c) doesn't affect the concurrency
- d) can increase or decrease the concurrency

31. Restricting the child process to a subset of the parent's resources prevents any process from \_\_\_\_\_

- a) overloading the system by using a lot of secondary storage
- b) under-loading the system by very less CPU utilization
- c) overloading the system by creating a lot of sub-processes
- d) crashing the system by utilizing multiple resources

32. The child process can \_\_\_\_\_

- a) be a duplicate of the parent process
- b) never be a duplicate of the parent process
- c) cannot have another program loaded into it
- d) never have another program loaded into it

33. The kernel is \_\_\_\_\_ of user threads.

- a) a part of
- b) the creator of
- c) unaware of
- d) aware of

34. If a kernel thread performs a blocking system call, \_\_\_\_\_

- a) the kernel can schedule another thread in the application for execution
- b) the kernel cannot schedule another thread in the same application for execution
- c) the kernel must schedule another thread of a different application for execution
- d) the kernel must schedule another thread of the same application on a different processor

35. Which of the following is FALSE?

- a) Context switch time is longer for kernel level threads than for user level threads
- b) User level threads do not need any hardware support
- c) Related kernel level threads can be scheduled on different processors in a multiprocessor system
- d) Blocking one kernel level thread blocks all other related threads

36. In real time operating system \_\_\_\_\_

- a) all processes have the same priority
- b) a task must be serviced by its deadline period
- c) process scheduling can be done only once
- d) kernel is not required

37. A Process Control Block(PCB) does not contain which of the following?

- a) Code
- b) Stack
- c) Bootstrap program
- d) Data

38. The number of processes completed per unit time is known as \_\_\_\_\_

- a) Output
- b) Throughput
- c) Efficiency
- d) Capacity

39. The state of a process is defined by \_\_\_\_\_

- a) the final activity of the process
- b) the activity just executed by the process
- c) the activity to next be executed by the process
- d) the current activity of the process

40. Which of the following is not the state of a process?

- a) New
- b) Old
- c) Waiting
- d) Running

41. What is a Process Control Block?

- a) Process type variable
- b) Data Structure
- c) A secondary storage section
- d) A Block in memory

42. The entry of all the PCBs of the current processes is in \_\_\_\_\_

- a) Process Register
- b) Program Counter
- c) Process Table
- d) Process Unit

43. What is the degree of multiprogramming?

- a) the number of processes executed per unit time
- b) the number of processes in the ready queue
- c) the number of processes in the I/O queue
- d) the number of processes in memory

44. Processes are classified into different groups in \_\_\_\_\_

- a) shortest job scheduling algorithm
- b) round robin scheduling algorithm
- c) priority scheduling algorithm
- d) multilevel queue scheduling algorithm

45. A memory buffer used to accommodate a speed differential is called \_\_\_\_\_

- a) stack pointer
- b) cache

- c) accumulator
- d) disk buffer

46. Which of the following does not interrupt a running process?

- a) A device
- b) Timer
- c) Scheduler process
- d) Power failure

47. Suppose that a process is in "Blocked" state waiting for some I/O service. When the service is completed, it goes to the \_\_\_\_\_

- a) Running state
- b) Ready state
- c) Suspended state
- d) Terminated state

48. In a multiprogramming environment \_\_\_\_\_

- a) the processor executes more than one process at a time
- b) the programs are developed by more than one person
- c) more than one process resides in the memory
- d) a single user can execute many programs at the same time

49. In a time-sharing operating system, when the time slot given to a process is completed, the process goes from the running state to the \_\_\_\_\_

- a) Blocked state
- b) Ready state
- c) Suspended state
- d) Terminated state

50. When the process issues an I/O request \_\_\_\_\_

- a) It is placed in an I/O queue
- b) It is placed in a waiting queue
- c) It is placed in the ready queue
- d) It is placed in the Job queue

SY.BSc.CS Sem III

Subject: Operating System Unit 2

1. Waiting Time is defined as \_\_\_\_\_

- a) time to get output
- b) time to clear variable contents
- c) Sum of the time spent waiting in the ready queue
- d) system call to wait for an idle process

2. Time a process takes to execute a program :

- a) CPU Time
- b) Turnaround time
- c) Waiting Time
- d) Response Time

3. In this mode current running process may be interrupted and moved to ready state by the OS.

- a) non-preemptive programming
- b) preemptive counterling
- c) non-preemptive scheduling
- d) preemptive scheduling

4. In FCFS scheduling: \_\_\_\_\_

- a) CPU is allotted to process with shortest time
- b) CPU is allotted to process in round robin manner
- c) process that requests CPU first is processed first
- d) CPU allotted to processes in batch mode

5. In this mode once a process enters running state, it continues to execute until it terminates or blocks itself.

- a) non-preemptive scheduling
- b) preemptive scheduling

- c) non-preemptive programming
- d) preemptive counterering

6. In this algorithm CPU is assigned to the process that has the shortest length

- a) Priority Scheduling
- b) Shortest Job First
- c) Round Robin
- d) First Come First Serve

7. Response Time is defined as

- a) time to get output
- b) time to clear variable contents
- c) time it takes to start responding from submission time
- d) Sum of the time spent waiting in the ready queue

8. Throughput is

- a) Priority Scheduling
- b) rate at which processes are completed per unit time
- c) non-preemptive programming
- d) time to get output

9. When two or more processes attempt to access the same resource a \_\_\_\_\_ occurs.

- a) Critical section
- b) Fight
- c) Communication problem
- d) Race condition

10. The Banker's algorithm is used

- a) to prevent deadlock in operating systems
- b) to detect deadlock in operating systems
- c) to rectify a deadlocked state
- d) to have deadlock

11. Semaphores are used to solve the problem of

- a) race condition
- b) process synchronization
- c) mutual exclusion
- d) belady problem

12. When two threads manipulate a shared data structure simultaneously \_\_\_\_\_ occurs.

- a) Multiprogramming
- b) False Sharing
- c) Race Conditions
- d) Pop-up conditions

13. Mutual Exclusion prevents \_\_\_\_

- a) simultaneous access to a swap file
- b) serial access to a shared resource
- c) multiple access to a shared resource
- d) simultaneous access to a shared resource

14. A technique that can be used to manage various processes wanting same OS resources

- a) Semaphore
- b) Bitmaps
- c) Thread
- d) Program Counter

15. In this mode, two processes cannot access same resource at the same time

- a) Bounded Waiting
- b) Race Condition
- c) Mutual Exclusion
- d) Preemptive Scheduling

16. Waiting Time is defined as \_\_\_\_\_

- e) time to get output
- f) time to clear variable contents
- g) Sum of the time spent waiting in the ready queue
- h) system call to wait for an idle process

17. Time a process takes to execute a program :

- e) CPU Time
- f) Turnaround time
- g) Waiting Time
- h) Response Time

18. In this mode current running process may be interrupted and moved to ready state by the OS.

- e) non-preemptive programming
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- g) non-preemptive scheduling
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- e) CPU is allotted to process with shortest time
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- h) CPU allotted to processes in batch mode

20. In this mode once a process enters running state, it continues to execute until it terminates or blocks itself.

- e) non-preemptive scheduling

- f) preemptive scheduling
- g) non-preemptive programming
- h) preemptive counterling

21. In this algorithm CPU is assigned to the process that has the shortest length

- e) Priority Scheduling
- f) Shortest Job First
- g) Round Robin
- h) First Come First Serve

22. Response Time is defined as

- e) time to get output
- f) time to clear variable contents
- g) time it takes to start responding from submission time
- h) Sum of the time spent waiting in the ready queue

23. Throughput is

- e) Priority Scheduling
- f) rate at which processes are completed per unit time
- g) non-preemptive programming
- h) time to get output

24. The bounded buffer problem is also known as \_\_\_\_\_

- a) Readers – Writers problem
- b) Dining – Philosophers problem
- c) Producer – Consumer problem
- d) critical section problem

25. Message passing system allows processes to \_\_\_\_\_

- a) communicate with one another without resorting to shared data
- b) communicate with one another by resorting to shared data
- c) share data
- d) name the recipient or sender of the message

26. Which of the following two operations are provided by the IPC facility?

- a) write & delete message
- b) delete & receive message
- c) send & delete message
- d) receive & send message

27. Which of the following are TRUE for direct communication?

- a) A communication link can be associated with N number of process (N = max. number of processes supported by system)
- b) A communication link can be associated with exactly two processes
- c) Exactly  $N/2$  links exist between each pair of processes (N = max. number of processes supported by system)
- d) Exactly two link exists between each pair of processes

28. When several processes access the same data concurrently and the outcome of the execution depends on the particular order in which the access takes place, is called?

- a) dynamic condition
- b) race condition
- c) essential condition
- d) critical condition

29. If a process is executing in its critical section, then no other processes can be executing in their critical section. This condition is called?

- a) mutual exclusion
- b) critical exclusion
- c) synchronous exclusion
- d) asynchronous exclusion

30. Which one of the following is a synchronization tool?

- a) thread
- b) pipe
- c) semaphore
- d) socket

31. A semaphore is a shared integer variable \_\_\_\_\_

- a) that can not drop below zero
- b) that can not be more than zero
- c) that can not drop below one
- d) that can not be more than one

32. When high priority task is indirectly preempted by medium priority task effectively inverting the relative priority of the two tasks, the scenario is called \_\_\_\_\_

- a) priority inversion
- b) priority removal
- c) priority exchange
- d) priority modification

33. The number of resources requested by a process \_\_\_\_\_

- a) must always be less than the total number of resources available in the system
- b) must always be equal to the total number of resources available in the system
- c) must not exceed the total number of resources available in the system
- d) must exceed the total number of resources available in the system

34. Deadlock prevention is a set of methods \_\_\_\_\_

- a) to ensure that at least one of the necessary conditions cannot hold
- b) to ensure that all of the necessary conditions do not hold
- c) to decide if the requested resources for a process have to be given or not
- d) to recover from a deadlock

35. To ensure no preemption, if a process is holding some resources and requests another resource that cannot be immediately allocated to it \_\_\_\_\_

- a) then the process waits for the resources be allocated to it
- b) the process keeps sending requests until the resource is allocated to it
- c) the process resumes execution without the resource being allocated to it
- d) then all resources currently being held are pre-empted

36. Each request requires that the system consider the \_\_\_\_\_ to decide whether the current request can be satisfied or must wait to avoid a future possible deadlock.

- a) resources currently available
- b) processes that have previously been in the system
- c) resources currently allocated to each process
- d) future requests and releases of each process

37. A deadlock avoidance algorithm dynamically examines the \_\_\_\_\_ to ensure that a circular wait condition can never exist.

- a) resource allocation state
- b) system storage state
- c) operating system
- d) resources

38. With round robin scheduling algorithm in a time shared system \_\_\_\_\_

- a) using very large time slices converts it into First come First served scheduling algorithm
- b) using very small time slices converts it into First come First served scheduling algorithm
- c) using extremely small time slices increases performance
- d) using very small time slices converts it into Shortest Job First algorithm

39. 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

40. Which of the following scheduling algorithms gives minimum average waiting time?

- a) FCFS
- b) SJF
- c) Round – robin
- d) Priority

41. The segment of code in which the process may change common variables, update tables, write into files is known as \_\_\_\_\_

- a) program
- b) critical section
- c) non – critical section
- d) synchronizing

42. In the bounded buffer problem \_\_\_\_\_

- a) there is only one buffer
- b) there are n buffers ( n being greater than one but finite)
- c) there are infinite buffers
- d) the buffer size is bounded

43. The dining – philosophers problem will occur in case of \_\_\_\_\_

- a) 5 philosophers and 5 chopsticks
- b) 4 philosophers and 5 chopsticks
- c) 3 philosophers and 5 chopsticks
- d) 6 philosophers and 5 chopsticks

44. What will happen if a non-recursive mutex is locked more than once?
- a) Starvation
  - b) Deadlock
  - c) Aging
  - d) Signaling
45. What are the two kinds of semaphores?
- a) mutex & counting
  - b) binary & counting
  - c) counting & decimal
  - d) decimal & binary
46. If the resources are always preempted from the same process \_\_\_\_\_ can occur.
- a) deadlock
  - b) system crash
  - c) aging
  - d) starvation
47. The wait operation of the semaphore basically works on the basic \_\_\_\_\_ system call.
- a) stop()
  - b) block()
  - c) hold()
  - d) wait()
48. Bounded capacity and Unbounded capacity queues are referred to as \_\_\_\_\_
- a) Programmed buffering
  - b) Automatic buffering
  - c) User defined buffering
  - d) No buffering
49. Process are classified into different groups in \_\_\_\_\_
- a) shortest job scheduling algorithm
  - b) round robin scheduling algorithm
  - c) priority scheduling algorithm
  - d) multilevel queue scheduling algorithm
50. If we preempt a resource from a process, the process cannot continue with its normal execution and it must be \_\_\_\_\_
- a) aborted
  - b) rolled back
  - c) terminated
  - d) queued

## SY.BSc.CS Sem III

### Subject: Operating System Unit 3

1. Main Memory refers to a\_\_\_\_\_ memory that is the internal memory to the computer.
  - a) virtual
  - b) Physical
  - c) Short
  - d) Flash
  
2. \_\_\_\_\_ is the process of bringing in each process in main memory
  - a) Paging
  - b) Booting
  - c) Swapping
  - d) Popping
  
3. \_\_\_\_\_ occurs in a dynamic memory allocation system when most of the free blocks are too small to satisfy any request.
  - a) Fragmentation
  - b) Detection
  - c) Looping
  - d) Swapping
  
4. Which of the following type of virtualization is also characteristic of cloud computing?
  - a) Storage
  - b) Application
  - c) CPU
  - d) a),b),c)
  
5. The term \_\_\_\_\_ refers to a Network or Internet.
  - a) Cloud Computing
  - b) Computing
  - c) Cloud
  - d) CRM
  
6. Which of the following cloud concept is related to pooling and sharing of resources ?

- a) Polymorphism
- b) Abstraction
- c) Virtualization
- d) Normalization

7. Which one of the following is the address generated by CPU?

- a) physical address
- b) absolute address
- c) logical address
- d) Memory address

8. Program always deals with \_\_\_\_\_

- a) physical address
- b) absolute address
- c) logical address
- d) Memory address

9. The address of a page table in memory is pointed by \_\_\_\_\_

- a) stack pointer
- b) page table base register
- c) page register
- d) program counter

10. To create a file \_\_\_\_\_

- a) allocate the space in file system
- b) make an entry for new file in directory
- c) allocate the space in file system & make an entry for new file in directory
- d) make a directory

11. File type can be represented by \_\_\_\_\_

- a) file name
- b) file extension
- c) file identifier
- d) file size

12. Mapping of file is managed by \_\_\_\_\_

- a) file metadata
- b) page table
- c) virtual memory
- d) file system

13. When will file system fragmentation occur?

- a) unused space or single file are not contiguous
- b) used space is not contiguous
- c) unused space is non-contiguous
- d) multiple files are non-contiguous

14. Which of the following is the extension of Notepad?

- a) .txt
- b) .xls
- c) .ppt
- d) .bmp

15. Which memory allocation policy allocate the largest hole to the process?

- a) Best-Fit
- b) Worst-Fit
- c) First-Fit
- d) good fit

16. In \_\_\_\_\_ information is recorded magnetically on platters.

- a) magnetic disks
- b) electrical disks
- c) assemblies
- d) cylinders

17. The heads of the magnetic disk are attached to a \_\_\_\_\_ that moves all the heads as a unit.

- a) spindle
- b) disk arm
- c) track
- d) platter

18. The set of tracks that are at one arm position make up a \_\_\_\_\_

- a) magnetic disks
- b) electrical disks
- c) assemblies
- d) cylinders

19. The time taken to move the disk arm to the desired cylinder is called the \_\_\_\_\_

- a) positioning time
- b) random access time
- c) seek time
- d) rotational latency

20. The time taken for the desired sector to rotate to the disk head is called \_\_\_\_\_

- a) positioning time
- b) random access time
- c) seek time
- d) rotational latency

21. When the head damages the magnetic surface, it is known as \_\_\_\_\_

- a) disk crash
- b) head crash
- c) magnetic damage
- d) System Crash

22. A floppy disk is designed to rotate \_\_\_\_\_ as compared to a hard disk drive.
- faster
  - slower
  - at the same speed
  - High
23. \_\_\_\_\_ controller sends the command placed into it, via messages to the \_\_\_\_\_ controller.
- host, host
  - disk, disk
  - host, disk
  - disk, host
24. \_\_\_\_\_ has the lowest fault rate of all the page replacement algorithms.
- Optimal page replacement algorithm
  - LRU replacement algorithm
  - FIFO
  - Counting based
25. Optimal page replacement algorithm is also called as \_\_\_\_\_
- LIFO
  - NRU
  - Clairvoyant replacement algorithm
  - Page buffering
26. In an optimal page replacement algorithm, when a page is to be replaced, which of the following pages is chosen?
- Oldest page
  - Newest page
  - Frequently occurred page in the future
  - Not frequently occurred page in the future
27. Which of the following page replacement algorithms suffers from Belady's Anomaly?
- Optimal replacement
  - LRU
  - FIFO
  - Both optimal replacement and FIFO
28. Using transient code, \_\_\_\_\_ the size of the operating system during program execution.
- increases
  - decreases
  - changes
  - maintains
29. The \_\_\_\_\_ provides a combination of performance, reliability, and compatibility not found in the FAT file system.
- EFS
  - NTFS

- c) MFT
- d) File

30. The \_\_\_\_\_ works closely with the VM manager to provide cache services for all components under the control of the I/O manager.

- a) VM manager
- b) cache manager
- c) VACB
- d) disk driver

31. In SCAN – EDF, requests with the same deadlines are ordered according to \_\_\_\_\_

- a) SCAN policy
- b) EDF policy
- c) FCFS policy
- d) FIFO policy

32. Every address generated by the CPU is divided into two parts. They are \_\_\_\_\_

- a) frame bit & page number
- b) page number & page offset
- c) page offset & frame bit
- d) frame offset & page offset

33. The \_\_\_\_\_ is used as an index into the page table.

- a) frame bit
- b) page number
- c) page offset
- d) frame offset

34. The \_\_\_\_\_ table contains the base address of each page in physical memory.

- a) process
- b) memory
- c) page
- d) frame

35. The operating system maintains a \_\_\_\_\_ table that keeps track of how many frames have been allocated, how many are there, and how many are available.

- a) page
- b) mapping
- c) frame
- d) memory

36. The header and trailer of a sector contain information used by the disk controller such as \_\_\_\_\_ and \_\_\_\_\_

- a) main section & disk identifier
- b) error correcting codes (ECC) & sector number
- c) sector number & main section
- d) disk identifier & sector number

37. The two steps the operating system takes to use a disk to hold its files are \_\_\_\_\_ and \_\_\_\_\_

- a) partitioning & logical formatting

- b) swap space creation & caching
- c) caching & logical formatting
- d) logical formatting & swap space creation

38. What are the two methods of the LRU page replacement policy that can be implemented in hardware?

- a) Counters
- b) RAM & Registers
- c) Stack & Counters
- d) Registers

39. For 3 page frames, the following is the reference string:

7 0 1 2 0 3 0 4 2 3 0 3 2 1 2 0 1 7 0 1

How many page faults does the LRU page replacement algorithm produce?

- a) 10
- b) 15
- c) 11
- d) 12

40. Optimal page – replacement algorithm is difficult to implement, because \_\_\_\_\_

- a) it requires a lot of information
- b) it requires future knowledge of the reference string
- c) it is too complex
- d) it is extremely expensive

41. The aim of creating page replacement algorithms is to \_\_\_\_\_

- a) replace pages faster
- b) increase the page fault rate
- c) decrease the page fault rate
- d) to allocate multiple pages to processes

42. When a page is selected for replacement, and its modify bit is set \_\_\_\_\_

- a) the page is clean
- b) the page has been modified since it was read in from the disk
- c) the page is dirty
- d) the page has been modified since it was read in from the disk & page is dirty

43. If no frames are free, \_\_\_\_\_ page transfer(s) is/are required.

- a) one
- b) two
- c) three
- d) four

44. Which file is a sequence of bytes organized into blocks understandable by the system's linker?

- a) object file
- b) source file
- c) executable file
- d) text file

42. What is the mounting of file system?

- a) crating of a filesystem

- b) deleting a filesystem
- c) attaching portion of the file system into a directory structure
- d) removing the portion of the file system into a directory structure

43. Mapping of file is managed by \_\_\_\_\_

- a) file metadata
- b) page table
- c) virtual memory
- d) file system

44. The directory can be viewed as a \_\_\_\_\_ that translates file names into their directory entries.

- a) symbol table
- b) partition
- c) swap space
- d) cache

45. When a user refers to a particular file?

- a) system MFD is searched
- b) his own UFD is not searched
- c) both MFD and UFD are searched
- d) every directory is searched

46. What is the disadvantage of the two level directory structure?

- a) it does not solve the name collision problem
- b) it solves the name collision problem
- c) it does not isolate users from one another
- d) it isolates users from one another

47. Which of the following are the types of Path names?

- a) absolute & relative
- b) local & global
- c) global & relative
- d) relative & local

48. In segmentation, each address is specified by \_\_\_\_\_

- a) a segment number & offset
- b) an offset & value
- c) a value & segment number
- d) a key & value

49. In contiguous memory allocation \_\_\_\_\_

- a) each process is contained in a single contiguous section of memory
- b) all processes are contained in a single contiguous section of memory
- c) the memory space is contiguous
- d) the memory space is not contiguous

50. The \_\_\_\_\_ consists of all processes whose memory images are in the backing store or in memory and are ready to run.

- a) wait queue
- b) ready queue

c) cpu

d) secondary storage