Unit: Operating system

1. CPU scheduling is the basis of _____

a) multiprocessor systems
b) **multiprogramming operating systems**
c) larger memory sized systems
d) none of the mentioned

2. With multiprogramming _____ is used productively.

a) **time**
b) space
c) money
d) all of the mentioned

3. What are the two steps of a process execution?

a. I/O & OS Burst
b. **CPU & I/O Burst**
c. Memory & I/O Burst
d. OS & Memory Burst

4. Scheduling is done so as to _____

a) increase the waiting time
b) keep the waiting time the same
c) **decrease the waiting time**
d) none of the mentioned

5. Scheduling is done so as to _____

a) **increase CPU utilization**
b) decrease CPU utilization
c) keep the CPU more idle
d) none of the mentioned

6. What is Scheduling?

a) **Allowing a job to use the processor**
b) making proper use of processor
c) all of the mentioned
d) none of the mentioned

7. Which one of the following errors will be handle by the operating system?

a) lack of paper in printer
b) connection failure in the network
c) power failure
d) **all of the mentioned**

8. **The operating system is responsible for?**

a) bad-block recovery
b) booting from disk
c) disk initialization
d) **all of the mentioned**

9. In Operating Systems, which of the following is/are CPU scheduling algorithms?

a) Priority
b) Round Robin
c) Shortest Job First
d) **All of the above**

10. Which one of the following is not true?

a) kernel remains in the memory during the entire computer session
b) **kernel is made of various modules which can not be loaded in running operating system**
c) kernel is the first part of the operating system to load into memory during booting
d) kernel is the program that constitutes the central core of the operating system

11. **If a process fails, most operating system write the error information to a _____**

a) new file
b) another running process
c) **log file**
d) none of the mentioned

12. In a timeshare operating system, when the time slot assigned to a process is completed, the process switches from the current state to?

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

13. When a process is in a "Blocked" state waiting for some I/O service. When the service is completed, it goes to the _____

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

14. For real time operating systems, interrupt latency should be _____

a) zero
b) **minimal**
c) maximum
d) dependent on the scheduling

15. Whenever a process needs I/O to or from a disk it issues a _____

a) **system call to the operating system**
b) a special procedure
c) system call to the CPU
d) all of the mentioned

16. Kernel:

A kernel is the core component of an operating system. It is also a system program. It is the part of Operating System which converts user commands into machine language.
Kernel provides interface between applications and hardware.

17. What is BIOS on a computer?

BIOS (basic input/output system) is the program a computer's microprocessor uses to start the computer system after it is powered on. It also manages data flow between the computer's operating system (OS) and attached devices, such as the hard disk, video adapter, keyboard, mouse and printer.

18. **Which of the following is a single-user operating system?**

a) Windows
b) MAC
c) **MS-DOS**
d) None of the above

19. write the utility of command line interpreter

A command line interpreter allows the user to interact with a program using commands in the form of text lines. It's main role is to read, interpret, and execute commands that are either entered by the user or called by an application.

20. What is ready state of process and blocked state of process?

Ready: It means a process that is prepared to execute when given the opportunity by the OS.
Blocked/Waiting: It means that a process cannot continue executing until some event occurs like for example, the completion of an input-output operation.

21. What is system call? Explain the types of system call.

A system call is a way for a user program to interface with the operating system. A system call is a method for a computer program to request a service from the kernel of the operating system.

Types : File System Operations
Process Control
Interprocess Communication (IPC)
Device Management