Dr.G.R.Damodaran College of Science

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CRISL rated 'A' (TN) for MBA and MIB Programmes

III BSC CS [2015-2018]
Semester V
Core: Operating Systems - 507C
Multiple Choice Questions.

1. The software that contains the core components of the operating system is called _____.
   A. black box.
   B. Kernel.
   C. white box.
   D. red box.
   ANSWER: B

2. Which of the following is not a reason for deadlock?
   A. mutual exclusion.
   B. preemption.
   C. no preemption.
   D. circular wait.
   ANSWER: B

3. The early systems made use of _____.
   A. multi-user batch processing system.
   B. single-user batch processing system.
   C. double-user batch processing system.
   D. core components.
   ANSWER: B

4. Which of the following is not a process state?
   A. running.
   B. blocked.
   C. sleep.
   D. ready.
   ANSWER: C

5. The time between submission of a job and the return of its results is _____ time.
   A. saved.
   B. waiting.
   C. sharing.
   D. turn around.
   ANSWER: D

6. Which of the following is a valid process state?
   A. ready
   B. dispatch
   C. suspend
   D. resume
   ANSWER: A

7. Which module gives control of the CPU to the process selected by the short-term scheduler?
   A. dispatcher
   B. interrupt
   C. scheduler
   D. none of the mentioned
   ANSWER: A

8. The amount of work performed per unit time is _____.
   A. process time.
   B. output time.
   C. throughput time.
   D. input time.
   ANSWER: C

9. An application that enables a user to interact with an operating system is called _____.
   A. thread.
   B. shell.
   C. multics.
   D. kernel.
   ANSWER: B

10. A process is said to be _____ if it is executing on a process.
   A. running state.
   B. ready state.
   C. blocked state.
   D. completed state.
   ANSWER: A

11. The act of assigning a process to the first process to the first processor on the ready list is _____.
   A. dispatcher.
   B. dispatching.
   C. dispatched.
   D. quantum.
   ANSWER: A

12. The hardware device that issues an interrupt after a certain amount of time quantum is _____
   A. disrupting clock.
   B. interrupting clock.
   C. interval timer.

D. both (b) and (c).
ANSWER: D

13. _____ contains the value of which instruction the processor should execute next.
A. Program control block.
B. Program counter.
C. Program identification number.
D. Process descriptor.
ANSWER: B

14. An action performed by the OS to remove a process from a processor and replace it with another is _____.
A. interrupting.
B. context switching.
C. solaris.
D. spooling.
ANSWER: B

15. A parent process creating a child process is called _____.
A. context switching.
B. spawning.
C. exception.
D. inheritance.
ANSWER: B

16. _____ corresponds to conditions such as overflows or breakpoints.
A. Fault.
B. Trap.
C. Abort.
D. Error.
ANSWER: A

17. A program in execution is called _____.
A. message.
B. data.
C. process.
D. state.
ANSWER: C

18. A data structure that contains information that characterizes a process is called _____.
A. PID.
B. PCB.
C. process in execution.
D. process priority.
ANSWER: B

19. Removing a process from a suspended state is called _____.
A. ready.

B. obtain.
C. resume.
D. finish.
ANSWER: C

20. A kernel code that is executed in response to an interrupt is _____.
A. interrupt handler.
B. interrupt vector.
C. interval timer.
D. interrupting clock.
ANSWER: A

21. A unit of time during which a process can execute before it is removed from the processor is _____.
A. spawn.
B. quartz.
C. quantum.
D. trap.
ANSWER: C

22. A situation is which a process or thread is waiting for an event that will never occur is _____.
A. aging.
B. deadlock.
C. checkpoint.
D. deadline.
ANSWER: B

23. An un-interruptible unit is known as
A. single
B. atomic
C. static
D. None of these.
ANSWER: B

24. Dijktra's Banker's Algorithm is an example for _____.
A. deadlock prevention.
B. deadlock detection.
C. deadlock avoidance.
D. deadlock recovery.
ANSWER: C

25. Which of the following is not a condition for a deadlock to occur?
A. Mutual exclusion.
B. Wait-for.
C. Pre-emption.
D. Circular wait.
ANSWER: C

26. A resource may be acquired exclusively by only one process at a time is referred to as _____.
A. mutual exclusion.
B. wait-for.
C. no- preemption.
D. circular wait.
ANSWER: A

27. In _____ state a thread cannot execute until being returned to the ready.
A. active.
B. ready.
C. sleep.
D. asleep.
ANSWER: C

28. Which of the following thread operation transitions its target from the waiting state to ready state.
A. Ready.
B. Active.
C. Wake.
D. Sleep.
ANSWER: C

29. _____ facilitates parallel execution of concurrent activities within a process.
A. Quantum.
B. Thread.
C. Exception.
D. Solaris.
ANSWER: B

30. 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. Anticipatory.
ANSWER: B

31. It is possible to run programs larger than the main storage by using_____.
A. boundary register.
B. coalescing.
C. overlays.
D. garbage collection.
ANSWER: C

32. _____ contains the highest address used by the operating system.
A. Coalescing.
B. Boundary register.
C. Garbage collection.
D. Overlays.

ANSWER: B

33. Loading an operating system, tapes and disks is an example for _____.
A. teardown time.
B. setup time.
C. best fit.
D. worst fit.
ANSWER: B

34. In _____ , several users simultaneously compete for system resources.
A. batch processing
B. storage allocation.
C. single stream batch processing.
D. multi programming.
ANSWER: D

35. In _____, jobs would take as much space as they needed without any fixed boundaries.
A. batch processing.
B. storage allocation.
C. coalescing.
D. variable partition multiprogramming.
ANSWER: D

36. The technique of _____, involves moving all occupied areas of storage to one end or the other of main storage.
A. storage compaction.
B. storage swapping.
C. storage placement.
D. storage replacement.
ANSWER: A

37. An incoming job is placed in the hole in main storage in which it fits more tightly in _____ strategy.
A. best-fit.
B. first-fit.
C. worst-fit.
D. storage.
ANSWER: A

38. In _____, one job occupies the main storage at once.
A. storage compaction.
B. storage swapping.
C. storage placement.
D. storage replacement.
ANSWER: B

39. Storage compaction is also called as _____.
A. coalescing.
B. overlay.

C. garbage collection.
D. virtual storage.
ANSWER: C

40. _____ strategy begins each search for an available hole at the point where the search ended.
A. Best-fit.
B. First-fit.
C. Forward-fit.
D. Next-fit.
ANSWER: D

41. Which scheduling algorithm allocates the CPU first to the process that requests the CPU first?
A. first-come, first-served scheduling
B. shortest job scheduling
C. priority scheduling
D. virtual storage.
ANSWER: A

42. A job must occupy adjacent storage location in _____ allocation.
A. contiguous.
B. non-contiguous.
C. fixed partition.
D. variable partition.
ANSWER: A

43. In contiguous storage allocation multiprogramming systems, protection is often implemented with _____.
A. overlays.
B. garbage collection.
C. boundary registers.
D. compaction.
ANSWER: C

44. During _____ and _____ the computer will be idle.
A. best fit and worst fit.
B. setup time and teardown time.
C. compaction and coalescing.
D. next fit and first fit.
ANSWER: B

45. In _____, a program is divided into several blocks that is placed throughout the main storage.
A. contiguous allocation.
B. non contiguous allocation.
C. variable partition.
D. fixed partition.
ANSWER: B

46. _____ strategy is concerned with, when to obtain the next piece of program for transferring it to

the main storage from secondary storage.
A. Fetch.
B. Placement.
C. Replacement.
D. Backward.
ANSWER: A

47. The concept of swapping bed to the _____ systems is widely used today.
A. paging.
B. scheduling.
C. optimizing.
D. allocating.
ANSWER: A

48. Overlays are used in _____ storage allocation.
A. single user contiguous.
B. single user non contiguous.
C. batch processing.
D. fixed partition.
ANSWER: A

49. In _____ page replacement strategy, we replace the page that has been in the system for the long time.
A. FIFO.
B. LRU.
C. LFU.
D. NUR.
ANSWER: A

50. In FIFO page replacement, page reference patterns cause more page faults when the number of page frames allocated to a process is _____.
A. decreased.
B. increased.
C. increased or decreased.
D. no response.
ANSWER: A

51. The anomaly in FIFO page replacement is called as _____.
A. Baden's anomaly.
B. Bethren's anomaly.
C. Bowell's anomaly.
D. Belady's anomaly.
ANSWER: D

52. In _____, the page that has spent the longest time in memory without being referenced is replaced.
A. FIFO.
B. LRU.

C. LFU.
D. NUR.
ANSWER: B

53. In _____ replacement decisions are based on how intensively each page is being used.
A. FIFO.
B. LRU.
C. LFU.
D. NUR.
ANSWER: C

54. A popular scheme for approximating LRU with little overhead is the _____ page replacement strategy.
A. FIFO.
B. LRU.
C. LFU.
D. NUR.
ANSWER: D

55. The referenced bit in "Not Recently Used" page replacement is called _____.
A. modified bit.
B. waiting bit.
C. accessed bit.
D. queued bit.
ANSWER: C

56. When a process first executes, the system loads into main memory the page that contains its first instruction. This is _____ paging.
A. local paging.
B. future paging.
C. anticipatory.
D. demand.
ANSWER: D

57. Anticipatory paging is also called as _____.
A. fetching.
B. prefetching.
C. searching.
D. presearching.
ANSWER: D

58. In _____ paging, the OS tries to predict the pages required for the process and preload them when memory space is available.
A. local.
B. future.
C. anticipatory.
D. demand.
ANSWER: C

59. In _____ page replacement, each replacement page in main memory has an equal likelihood of being selected for replacement.
A. optimal.
B. RAND.
C. FIFO.
D. LRU.
ANSWER: B

60. Which of the following bits is set to 0 if the page has not been referenced?
A. Modified.
B. Accessed.
C. Queued.
D. Waiting.
ANSWER: B

61. The _____ algorithm adjusts a process's resident page set based on the frequency at which the process is faulting.
A. FIFO.
B. Optimal.
C. PFF.
D. RAND.
ANSWER: B

62. The time between page faults is called as _____ time.
A. fault.
B. interfault.
C. intrafault.
D. error.
ANSWER: B

63. Excess paging activity causing low processor utilization is called _____.
A. crashing.
B. hashing.
C. thrashing.
D. holding.
ANSWER: C

64. _____ page size leads to a large number of pages and page frames.
A. Small.
B. Large.
C. Medium.
D. Processor.
ANSWER: A

65. The amount of internal fragmentation can be reduced by employing _____ page sizes.
A. smaller.
B. larger.

C. simple.
D. multiple.
ANSWER: A

66. _____ is a program's forward subject of pages in main memory.
A. Thrashing set.
B. Local set.
C. Working set.
D. Fleshing set.
ANSWER: C

67. Copying the contents of a modified page in main memory to secondary storage, so another page can be placed in its frame is called _____.
A. thrashing.
B. flushing.
C. flashing.
D. hashing.
ANSWER: B

68. Modified bit is also called as _____.
A. accessed bit.
B. referred bit.
C. clean bit.
D. dirty bit.
ANSWER: D

69. The problems of determining when the processors should be assigned to which processes is called _____.
A. processor scheduling.
B. job scheduling.
C. high-level scheduling.
D. low-level scheduling.
ANSWER: A

70. A scheduling discipline is _____ , if once a process has given the CPU.
A. preemptive.
B. non-preemptive.
C. real time.
D. on line.
ANSWER: A

71. A scheduling discipline is _____, if the CPU can be taken away.
A. non-preemptive.
B. preemptive.
C. timesharing.
D. multiprogramming.
ANSWER: B

72. Keeping non-running programs is main storage involves_____.
A. no overhead.
B. page faults.
C. overhead.
D. page default.
ANSWER: C

73. Preemptive scheduling is useful in _____.
A. interactive timesharing systems.
B. real- time systems.
C. multiprogramming systems.
D. on-line systems.
ANSWER: A

74. _____ is a kind of priority that do not change.
A. Dynamic priority.
B. FCFS.
C. Static priority.
D. Preemptive priority.
ANSWER: C

75. Dynamic priority mechanisms are responsive to _____.
A. no change.
B. change.
C. rapid attention.
D. low attention.
ANSWER: C

76. How many priorities are in processor scheduling?
A. 3.
B. 4.
C. 1.
D. 0.
ANSWER: C

77. In _____scheduling, certain jobs are scheduled to be completed by a specific time or deadline.
A. processor scheduling.
B. job scheduling.
C. deadline scheduling.
D. real time scheduling.
ANSWER: C

78. Static priority is easy to implement and share relatively _____ overhead.
A. low.
B. high.
C. no.
D. medium.
ANSWER: A

79. The simplest scheduling discipline is _____.
A. FIFO.
B. RR.
C. SJF.
D. SRT.
ANSWER: A

80. _____ is a non-preemptive discipline.
A. Quantum size.
B. HRN.
C. FIFO.
D. LIFO.
ANSWER: C

81. _____ is not useful in scheduling interactive uses because it cannot guarantee good response time.
A. SJF.
B. SRT.
C. FIFO.
D. LIFO.
ANSWER: C

82. _____ is used as a master schedule in today's systems.
A. FIFO.
B. SJF.
C. SRT.
D. RR.
ANSWER: A

83. Processes are dispatched FIFO but are given a limited amount of CPU time called_____.
A. time -slice or quantum.
B. RR.
C. SJF.
D. HRN.
ANSWER: A

84. _____ is effective in timesharing environments in which the system needs to guarantee reasonable response times for interactive users.
A. RR.
B. FIFO.
C. HRN.
D. LIFO.
ANSWER: A

85. Round Robin method by Klein rock is referred to as _____.
A. no unselfish round robin.
B. selfish round robin.

C. round robin.
D. berkley.
ANSWER: B

86. Round Robin is _____ type of scheduling.
A. preemptive.
B. non-preemptive.
C. time sharing.
D. real time.
ANSWER: A

87. SJF stands for _____.
A. shortest job first.
B. shortest job for.
C. shortest job last.
D. shortest job middle.
ANSWER: A

88. SJF is a _____ scheduling discipline in which the waiting job with the smallest estimated run-time-to completion is run next.
A. preemptive.
B. non-preemptive.
C. processor.
D. job.
ANSWER: A

89. _____ reduces average waiting time over FIFO.
A. SJF.
B. SRT.
C. FIFO.
D. LIFO.
ANSWER: A

90. SJF is not useful in _____ environments in which reasonable response times much be guaranteed.
A. real time.
B. time sharing.
C. online.
D. multiprogramming.
ANSWER: B

91. SRT stands for _____.
A. shortest runtime.
B. shortest real time.
C. shortest remaining time.
D. shortest remaining turn.
ANSWER: A

92. SRT has _____ overhead than SJF.
A. lower .
B. medium.
C. higher.
D. none.
ANSWER: C

93. SRT is useful in _____.
A. distributed systems.
B. multiprogramming systems.
C. real-time systems.
D. timesharing systems.
ANSWER: C

94. SRT offers _____ waiting times.
A. maximum.
B. minimum.
C. no.
D. medium.
ANSWER: D

95. Who developed HRN?
A. Flynn.
B. Klein-rock.
C. Brinch Hansen.
D. Berkley.
ANSWER: C

96. A scheduling disipline is _____ if, once a process has been given to CPU, the CPU cannot be taken away from that process.
A. Interrupt
B. nonpreemptive
C. preemptive
D. working set
ANSWER: B

97. CPU generates _____.
A. logical addresses.
B. physical addresses.
C. relocatable addresses.
D. register addresses.
ANSWER: A

98. In 1951, the designing UNIVAL (Universal Automatic Computer) introduced _____which was both president and rewritable.
A. RAMAC.
B. Cassettes.
C. hard disks.

D. magnetic tape storage.
ANSWER: D

99. IBM introduced _____device in the year 1957 which are not limited to access data Sequentially.
A. magnetic tape storage.
B. floppy disk.
C. RAMAC.
D. ROMAC.
ANSWER: C

100. The time taken by the disk surface for data to rotate from its current position to the beginning of the read / write head is called _____.
A. seek time.
B. transmission time.
C. read /write latency time.
D. rotational latency time.
ANSWER: D

101. Fined size unit of data typically much larger than a byte is _____.
A. contiguous seconds.
B. sectors.
C. blocks.
D. tracks.
ANSWER: C

102. What is the disk scheduling strategy that moves the arm in one direction and service request in a shortest seek basis?
A. Circular look (C-Look).
B. Circular scan.
C. PSAN.
D. PSAM.
ANSWER: B

103. _____ are set of tracks that can be accessed by read / write head.
A. Cylinder.
B. Sector.
C. Boom.
D. Tracks.
ANSWER: A

104. Which method can reduce access time when reading from or writing to file sequentially?
A. Data compression.
B. Data recognition.
C. Fragmentation.
D. Disk aim anticipation.
ANSWER: C

105. Name the data redundancy technique in RAID that maintains a copy of each disk's contents on a separate disk.
A. Disk moving.
B. Disk copying.
C. Disk mirroring.
D. Disk spacing.
ANSWER: C

106. Name the technique that attempts to place frequently requested data extracts resulting in low average seek times.
A. Disk scheduling.
B. Defragmentation.
C. Data shipping.
D. Disk reorganization.
ANSWER: D

107. _____ technique orders disk requests to maximize throughput and minimize residence times and the variance of seek time.
A. Disk scheduling.
B. C- SCAN disk scheduling.
C. D- SCAN.
D. Disk arm.
ANSWER: A

108. What is the pattern that has series of request in cylinder as randomly distributed access disk surfaces?
A. Seek operating.
B. Memory.
C. Random seek pattern.
D. System.
ANSWER: C

109. Which reduces unfairness and variance of response time compared to SSTP?
A. SCAN disk scheduling.
B. Look disk scheduling.
C. Disk scheduling.
D. Disk processing.
ANSWER: A

110. In FSCAN disk scheduling, the "F"stands for _____.
A. Forward.
B. Freezing.
C. Fragmentation.
D. Frequently.
ANSWER: B

111. Name the magnetic rotational secondary storage that provides persistent storage for random access to data.
A. Hot space disk.

B. Hard disk device.
C. Independent disks.
D. Dependent disks.
ANSWER: B

112. Name the disk that stores files in discontinuous blocks as the result of file creation or deletion.
A. Hard disk.
B. Hot space disk.
C. Fragmented disk.
D. Defragmented disk.
ANSWER: C

113. What is the average time spent by the system waiting for a disk request to be received?
A. Mean time to failure.
B. Mane response time.
C. Response time.
D. Request time.
ANSWER: B

114. What is the area of disk where boundaries cannot be crossed by file data?
A. Sectors.
B. Partition.
C. Portion.
D. Blocks.
ANSWER: B

115. The time it takes for the read/write head to move from its current cylinder to the cylinder containing the requested data saved is _____.
A. Seek time.
B. Sector queering.
C. Seek operation.
D. Seek interval.
ANSWER: A

116. The smallest portion of a track that can be accessed by an I/O request is _____.
A. Sector.
B. Partition.
C. Blocks.
D. Tracks.
ANSWER: A

117. Name the disk scheduling strategy that services the request that is closest to the read-write head's currents cylinder.
A. SDTP disk scheduling.
B. FSCAN disk scheduling.
C. C SCAN disk scheduling.
D. SSTF disk scheduling.
ANSWER: D

118. Which of the following is called as indexed non-contiguous allocation technique?
A. Chaining.
B. Check point.
C. Contiguous chaining.
D. Un Contiguous chaining.
ANSWER: A

119. Operating System means_____.
A. a set of programs which controls computer working.
B. a way a computer operator works.
C. a way a floppy drive operates.
D. a way a CDROM operates.
ANSWER: A

120. In _____ scheduling, certain jobs are scheduled to be completed by a specific time or deadline.
A. round robin
B. FIFO
C. shortest job
D. deadline
ANSWER: D

121. The state of the system is called _____if it is possible for the operating system to allow all the current users to complete their jobs within a finite time.
A. safe
B. unsafe
C. steady
D. standby
ANSWER: A

122. _____ is a collection of pages a process is actively referencing
A. Paging
B. working sets
C. page fault
D. paging
ANSWER: B

123. Which of the following is crucial time while accessing data on the disk?
A. Seek time.
B. Rotational time.
C. Transmission time.
D. Waiting time.
ANSWER: A

124. Which is the least level partition of disk?
A. Clusters.
B. Sectors.
C. Slides.

D. Tracks.
ANSWER: B

125. A virtual computer is a combination of _____.
A. computer hardware and software.
B. hardware and software and processes.
C. computer hardware and OS.
D. computer hardware and firmware.
ANSWER: C

126. Information about a process is maintained in a _____.
A. stack.
B. translation look aside buffer.
C. process control block.
D. program control block.
ANSWER: C

127. Which of the following service is not provided by the operating system ?
A. Accounting.
B. Protection.
C. Error detection and correction.
D. Dead lock handling.
ANSWER: C

128. An optimal scheduling algorithm in terms of minimizing the average waiting time of a given set of processes is _____.
A. FCFS scheduling algorithm.
B. round robin scheduling algorithm.
C. shortest job - first scheduling algorithm.
D. shortest job - last scheduling algorithm.
ANSWER: C

129. Inter process communication can be done through _____.
A. mails.
B. messages.
C. system calls.
D. traps.
ANSWER: B

130. The problem of starvation can be resolved by _____.
A. terminating the process.
B. aging.
C. mutual exclusion.
D. semaphore.
ANSWER: B

131. CPU performance is measured through _____.
A. . throughput.

B. mhz.
C. flaps.
D. flips.
ANSWER: A

132. What is PCB?
A. Program Control Block.
B. Process Control Block.
C. Process Communication Block.
D. Process Common Block.
ANSWER: B

133. Operating system is a _____.
A. application program.
B. system program.
C. AI program.
D. neural network program.
ANSWER: B

134. A _____ is software that manages the time of a microprocessor to ensure that all time critical events are processed as efficiently as possible.
A. kernel.
B. shell.
C. processor.
D. device driver.
ANSWER: A

135. The primary job of the operating system is to _____.
A. command Resources.
B. manage Resources.
C. provide Utilities.
D. be user friendly.
ANSWER: B

136. The round robin CPU scheduling in a time-shared system is done _____.
A. using very large time slice degenerates in to first come first served algorithm.
B. using extremely small time slices improve performance.
C. using extremely small time slices degenerate in to last in first out algorithm.
D. using medium sized time slices leads to shortest request time first algorithm.
ANSWER: A

137. Which of the following is a criterion to evaluate a scheduling algorithm?
A. CPU Utilization: Keep CPU utilization as high as possible.
B. Throughput: number of processes completed per unit time.
C. Waiting Time: Amount of time spent ready to run but not running.
D. All of the above.
ANSWER: D

138. Which of the following is not contained in Process Control Block (PCB)?
A. Process Number.
B. List of Open files.
C. Memory Limits.
D. Process Scheduling Method.
ANSWER: D

139. _____ scheduling is a preemptive scheduling mechanism
A. shortest job first
B. shortest remaining time
C. first in first out
D. highest response ratio next
ANSWER: B

140. A small program which loads OS into the memory is called as _____.
A. ROM.
B. bootstrap loader.
C. BIOS.
D. RAM.
ANSWER: B

141. The operating system manages _____.
A. memory.
B. processor.
C. disk and I/O devices.
D. all of the above.
ANSWER: D

142. Process state is a part of _____.
A. process control block.
B. inode.
C. file allocation table.
D. file reallocation table.
ANSWER: A

143. Virtual Memory is commonly implemented by _____.
A. segmentation.
B. swapping.
C. demand Paging.
D. demand line.
ANSWER: C

144. Virtual memory is _____.
A. an extremely large main memory.
B. an extremely large secondary memory.
C. an illusion of extremely large main memory.
D. a type of memory used in super computers.
ANSWER: C

145. The kernel keeps track of the state of each task by using a data structure called _____.
A. process control block.
B. user control block.
C. memory control block.
D. memory.
ANSWER: A

146. A binary semaphore _____.
A. has the values one or zero.
B. is essential to binary computers.
C. is used only for synchronization.
D. is used only for mutual exclusion.
ANSWER: A

147. A program at the time of executing is called _____.
A. dynamic program.
B. static program.
C. binded Program.
D. a process.
ANSWER: D

148. A process said to be in _____ state if it is waiting for an event that will never occur.
A. safe.
B. unsafe.
C. starvation.
D. deadlock.
ANSWER: D

149. The removal of process from active contention of CPU and reintroduce them into memory later is known as _____.
A. interrupt.
B. swapping.
C. signal.
D. thread.
ANSWER: B

150. The problem of thrashing is affected scientifically by _____.
A. program structure.
B. program size.
C. primary storage size.
D. secondary storage size.
ANSWER: A

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