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| COMPUTER SCIENCE DEPARTMENT AL aL-BAYT UNIVERSITY |  | TIME ALLOWED: 50 MINUTES MAXIMUM MARKS: 20 MARKS |
| SECOND EXAM, FALL EXAMINATION 2018 (WRITE YOUR NAME AND YOUR ROLL NO. ON THE TOP IMMEDIATELY ON THE RECEIPT OF THIS QUESTION/ANSWER PAPER.) | | OPERATING SYSTEM 901332 |
| NAME _____ ROLL NO. _____ | | |

Question 1: (10 Marks)

Fill in the table below with the correct answer. Only answers in this table will be corrected.

| Question No. | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|--------------|---|---|---|---|---|---|---|---|---|----|
| Answer | | | | | | | | | | |

- Which of the following statements about semaphores is correct?
 - A binary semaphore can be used in the same way as a simple lock.
 - A semaphore is an integer count with some indivisible operations and an initialization.
 - Returning a resource when no process is waiting causes the semaphore value to increase.
 - All of the above.
- Medium-term scheduling is performed _____.
 - typically on submitted jobs
 - when processes must be moved from waiting to ready state
 - on processes in the ready queue
 - None of the above are correct.
- A thread control block _____.
 - is managed by the parent process
 - contains the same information as the process control block
 - has the identical structure as the process control block
 - does not include information about the parent process resource allocation
- When a child process is created, which of the following is a possibility in terms of the execution or address space of the child process?
 - The child process runs concurrently with the parent.
 - The child process has a new program loaded into it.
 - The child is a duplicate of the parent.
 - All of the above
- The Producer-Consumer problem is related to _____.
 - the handling of process control blocks
 - the scheduling of process states
 - the allocation of resources to process states
 - Both A and C are correct answers.

6. Producer consumer problem can be solved using:
 - A. Semaphores
 - B. Atomic processes
 - C. Monitors
 - D. All of the above
7. Threads that are part of the same process share the same stack.
 - A. True
 - B. False
8. With kernel-level threads, multiple threads from the same process can be scheduled on multiple CPUs simultaneously.
 - A. True
 - B. False
9. With producer/consumer relationships and a finite-sized circular shared buffer, producing threads must wait until there is an empty element of the buffer.
 - A. True
 - B. False
10. Deadlock can be avoided by using semaphores instead of locks for mutual exclusion.
 - A. True
 - B. False

Question 2: (3 Marks)

Shortly define the following:

1. Race Condition

2. Deadlock

3. Starvation

Question 3:

A. Compare user threads and kernel threads. (4 Marks)

B. Compare between Direct Communication and Indirect Communication among processes. (4 Marks)

Question 4: (6 Marks)

Processes go through the following states in their lifetime.



Consider the following events and answer the questions that follow. Assume there are 5 processes, all either in the ready or running states initially. Assume the processes are using a single processor.

- At time 5: P1 executes a command to read from disk 3.
- At time 15: P3's time slice ends.
- At time 18: P4 executes a command to write to disk 3.
- At time 20: P2 executes a command to read from disk 2.
- At time 24: P3 executes a command to join with P5.
- At time 33: An interrupt occurs indicating that P2's read is complete.
- At time 36: An interrupt occurs indicating that P1's read is complete.
- At time 38: P5 terminates.
- At time 48: An interrupt occurs indicating that P4's write is complete.

For each time **22, 37 and 47**, identify which state each process is in. If it is waiting, indicate what it is waiting for.