FACULTY OF ENGINEERING B.E. 3/4 (CSE) I – Semester (Main) Examination, November 2013

Subject: Operating Systems

Time:3 Hours

Max.Marks: 75

Note: Answer all questions from Part A. Answer any five questions from Part B.

PART – A (25 Marks)

| 1. | Differentiate process and thread. | | | | | (2) |
|--|---|-----------|------------|-----------|-----|-------------------|
| 2. | Define the following terms: | | | | | |
| | i) Throughput ii) V | Naiting t | ime iii) T | urnaround | ime | (3) |
| 3. | What is demand paging? | | | | | (2) |
| 4. | List the methods used for file access. | | | | | (2) |
| 5. | What is a semaphore? Explain the operations that can be performed on it. | | | | | (3) |
| 6. | What is resource allocation graph? | | | | | |
| 7. | What is the purpose of stable storage? | | | | | |
| 8. | Write a short note on STREAMS. | | | | | (3) |
| 9. | List the design principles of UNUX. | | | | | (3) |
| 10. | What is hardware abstraction layer? | | | | | (2) |
| | | | | | | |
| | | PART | – B (50 Ma | rks) | | |
| 11.(a) (b) (c) | 1.(a) What is PCB? Explain the purpose of PCB. (b) Discuss threading models. (c) Explain multi-level feedback queue scheduling algorithm. | | | | | (3) (3) (4) |
| 12. | Find average waiting time and average turn around tree for the following exa in (i) FCFs, (ii) RR (Time slice = 2 M), (iii) SJF and (iv) SRTF. | | | | | |
| $\langle \langle \rangle$ | F | Process | Burst time | Arinature | | |
| | | P1 | 25 | 0 | | |
| | | P2 P3 | <u> </u> | 4 | | |
| | | P4 | 4 | 6 | | |
| 13.(a) Explain classical problems of synchronization.(b) Explain Banker's Algorithm for deadlock avoidance. | | | | | | (5) (5) |
| 14. | Explain disk scheduling algorithms with an example. | | | | | (10) |
| 15.(a) (b) | δ.(a) Explain DMA. (b) Explain segmentation with a neat diagram. | | | | | (5) (5) |
| 16.(a) (b) | 16.(a) How process management is performed in LINUX? Explain. (b) Explain the architecture of WINDOWS – XP. | | | | | (5) (5) |
| 17. | Write a short note on any two: a) Directory implementation b) RAID c) Page replacement algorithm. | | | | | (10) |