Chettinad College of Engineering & Technology
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Department of Computer Science and Engineering

CS8493 - OPERATING SYSTEMS

Unit II - MCQ Bank

1. 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

2. The processes that are residing in main In priority scheduling algorithm

a. CPU is allocated to the process with highest priority
b. CPU is allocated to the process with lowest priority
c. Equal priority processes can not be scheduled
d. None of the mentioned

Answer: a

3. In priority scheduling algorithm, when a process arrives at the ready queue, its priority is compared with the priority of 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

Answer: b

4. 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

Answer: b

5. 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. none of the mentioned

Answer: a

6. Which algorithm is defined in Time quantum?

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

Answer: b

7. 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

Answer: d

8. In multilevel feedback scheduling algorithm

a. a process can move to a different classified ready queue

b. classification of ready queue is permanent
c. processes are not classified into groups
d. none of the mentioned

Answer: a

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

a. kernel level thread
b. user level thread
c. process
d. none of the mentioned

Answer: b

10. CPU scheduling is the basis of

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

Answer: b

11. With multiprogramming is used productively.

a. time
b. space
c. money
d. all of the mentioned

Answer: a

12. 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

Answer: b

13. An I/O bound program will typically have

a. a few very short CPU bursts

b. many very short I/O bursts

c. many very short CPU bursts

d. a few very short I/O bursts

Answer: c

14. A process is selected from the queue by the scheduler, to be executed.

a. blocked, short term

b. wait, long term

c. ready, short term

d. ready, long term

Answer: c

15. In the following cases non – preemptive scheduling occurs?

a. When a process switches from the running state to the ready state

b. When a process goes from the running state to the waiting state

c. When a process switches from the waiting state to the ready state

d. All of the mentioned

Answer: b

16. The switching of the CPU from one process or thread to another is called

a. process switch

b. task switch

c. context switch

d. all of the mentioned

Answer: d

17. What is Dispatch latency?

a. the speed of dispatching a process from running to the ready state
b. the time of dispatching a process from running to ready state and keeping the CPU idle
c. the time to stop one process and start running another one
d. none of the mentioned

Answer: c

18. 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

Answer: a

19. Scheduling is done so as to

a. increase the throughput
b. decrease the throughput
c. increase the duration of a specific amount of work
d. none of the mentioned

Answer: a

20. What is Turnaround time?

a. the total waiting time for a process to finish execution
b. the total time spent in the ready queue
c. the total time spent in the running queue
d. the total time from the completion till the submission of a process

Answer: d

21. Scheduling is done so as to

a. increase the turnaround time

b. decrease the turnaround time

c. keep the turnaround time same

d. there is no relation between scheduling and turnaround time

Answer: b

22. What is Waiting time?

a. the total time in the blocked and waiting queues

b. the total time spent in the ready queue

c. the total time spent in the running queue

d. the total time from the completion till the submission of a process

Answer: b

23. 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

Answer: c

24. What is Response time?

a. the total time taken from the submission time till the completion time

b. the total time taken from the submission time till the first response is produced

c. the total time taken from submission time till the response is output

d. none of the mentioned

Answer: b

25. Round robin scheduling falls under the category of

a. Non-preemptive scheduling

b. Preemptive scheduling

c. All of the mentioned

d. None of the mentioned

Answer: b

26. What is 'Aging'?

a. keeping track of cache contents

b. keeping track of what pages are currently residing in memory

c. keeping track of how many times a given page is referenced

d. increasing the priority of jobs to ensure termination in a finite time

Answer: d

27. A solution to the problem of indefinite blockage of low – priority processes is sometimes called

a. Fast SJF scheduling

b. EDF scheduling – Earliest Deadline First

c. HRRN scheduling – Highest Response Ratio Next

d. SRTN scheduling – Shortest Remaining Time Next

Answer: d

28. An SJF algorithm is simply a priority algorithm where the priority is

a. the predicted next CPU burst

b. the inverse of the predicted next CPU burst

c. the current CPU burst

d. anything the user wants

Answer: a

29. The OS X has

a. monolithic kernel

b. hybrid kernel

c. microkernel

d. monolithic kernel with modules

Answer: b

30. The systems which allow only one process execution at a time, are called

a. uniprogramming systems
b. uniprocessing systems
c. unitasking systems
d. none of the mentioned

Answer: b