OS Question Bank

1) Define Paging. Explain techniques that are used for structuring the page table.

2) Define semaphores & monitors. Explain their significance for concurrency control.

3) What do you understand by term real time systems? Explain any one real time scheduling algo.

4) Explain various file allocation techniques.

5) Define kernel of o.s. Explain diff. types of kernel in detail.

6) Define Protection. Explain the concept of access matrix with the help of an example.

7) Explain dining philosopher & bounded buffer problem with the help of an example.

8) What is page fault? How to deal with it.

9) Define thread. Explain various kinds of threads.

10) Explain various kinds of deadlock ~~detection~~ prevention & recovery techniques.

11) Differentiate between
   i) Monolithic Kernel & Micro Kernel
   ii) User-level thread & Kernel-level thread.

2) What is deadlock? What are the necessary conditions for deadlock? Explain techniques for handling deadlock.

3) Short notes on

1) Thrashing
2) DMA
3) Context switch
4) PCB
5) Android OS
6) Translation Look Aside Buffer
7) Race Condition
8) Swap-space management
9) Program threats
10) Belady's Anomaly
11) Linker & Loader
12)
13)
14) What is process? Explain 5 state process model