

Registration No:

|  |  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|--|

Total Number of Pages: 02

MCA  
MCC302

**3rd Semester Regular/Back Examination – 2015-16**

**OPERATING SYSTEMS**

**BRANCH(S): MCA**

**Time: 3 Hours**

**Max Marks: 70**

**Q.CODE:T330**

**Answer Question No.1 which is compulsory and any five from the rest.  
The figures in the right hand margin indicate marks.**

- Q1 Answer the following questions: (2 x 10)
- a) Define "Monitor". What does it consist of?
  - b) Is "Multitasking" operating system better than "Batch" operating system? Justify your answer.
  - c) Is preemptive CPU scheduling algorithm better than preemptive CPU scheduling algorithm? Justify your answer.
  - d) Is it possible to have deadlock involving only two processes? Justify your answer.
  - e) Consider two concurrently running processes: P1 with a statement S1 and P2 with a statement S2. Suppose we require that S2 be executed only after S1 has completed. For this synchronization need write a semaphore solution.
  - f) What is internal fragmentation problem and how it will be solved?
  - g) Is round-robin is better than FCFS in terms of response time? Justify your answer.
  - h) What is Process Control Block (PCB)? Describe different information stored in a PCB.
  - i) What is thrashing? How it can be overcome?
  - j) Explain Belady's Anomaly.
- Q2 a) What is process? Explain process state transition with diagram. (10)
- b) Explain the function of different type of schedulers.
- Q3 Draw separate Gantt charts and find out the average waiting time and average turnaround time of the following processes using FCFS, SJF, preemptive SJF and Round-Robin scheduling algorithms. (Note: Consider time quantum is 2 for Round-Robin) (10)
- | Process | Burst Time | Arrival Time |
|---------|------------|--------------|
| P1      | 09         | 1            |
| P2      | 11         | 0            |
| P3      | 03         | 2            |
| P4      | 05         | 3            |
- Q5 a) Write a synchronization solution for the Readers-Writers problem using semaphore. (5)
- b) Write a synchronization solution for the Bounded Buffer problem using semaphore. (5)

- Q4 a) Differentiate between deadlock prevention and deadlock avoidance. (5)  
 Discuss deadlock prevention schemes for different conditions.
- b) Consider the following snapshot of a system: (5)

|    | Allocation |   |   |   | Max |   |   |   | Available |   |   |   |
|----|------------|---|---|---|-----|---|---|---|-----------|---|---|---|
|    | A          | B | C | D | A   | B | C | D | A         | B | C | D |
| P0 | 0          | 0 | 1 | 2 | 0   | 0 | 1 | 2 | 1         | 5 | 2 | 0 |
| P1 | 1          | 0 | 0 | 0 | 1   | 7 | 5 | 0 |           |   |   |   |
| P2 | 1          | 3 | 5 | 4 | 2   | 3 | 5 | 6 |           |   |   |   |
| P3 | 0          | 6 | 3 | 2 | 0   | 6 | 5 | 2 |           |   |   |   |
| P4 | 0          | 0 | 1 | 4 | 0   | 6 | 5 | 6 |           |   |   |   |

Answer the following questions using the Banker's algorithm.

- i) Check the safeness of the system.
- ii) If a request from process P1 arrives for (0, 4, 2, 0) can the request be granted immediately? Justify your answer.
- Q6 a) Define a thread. Differentiate between user level and kernel level threads. (5)
- b) Suppose a disk drive has 5,000 cylinders numbered from 0 – 4999. The drive is currently serving at cylinder 143 and the previous request was at cylinder 125. The queue of pending request is in FIFO order as: (5)

86, 1470, 913, 1774, 948, 1509, 1022, 1750, 130

Starting from current head position, what is the total distance that the disk arm moves to satisfy all the pending requests for each of following disk-scheduling algorithm?

- a) FCFS    b) SSTF    c) SCAN    d) C-SCAN    e) LOOK
- Q7 a) How the use of TLB is better than the use of PTBR during memory allocation? (5)
- b) Explain Paging memory management system. With a neat block diagram explain how OS brings a page into memory in case of page fault. (5)
- Q8 Write Short Notes (Any Two) (5 x 2)
- a) Context Switching
- b) System call
- c) Virtual Memory
- d) Distributed Operating System