

QP Code : MV-18419

(3 Hours)

[Total Marks : 100

- N.B. 1. Question No 1 is compulsory.  
2. Attempt any four out of the remaining six questions.

- Q1. (a) Define and explain the following terms: i) Process ii) Process state  
iii) Multiprogramming iv) Time-sharing. 05
- (b) Draw and Explain process state diagram. Can a process make a transition  
from a ready state to the blocked state? Why or why not? 05
- (c) What is a system call? Explain any four system calls. 05
- (d) Explain effect of page size on performance. 05
- Q2. (a) Define the notion of a deadlock. Explain necessary and sufficient conditions  
for a deadlock to occur. What is the difference between a deadlocked state and  
an unsafe state? 10
- Q2.(b) Describe the difference between pre-emptive and non-pre-emptive scheduling  
algorithms. Which one is more suitable for a time-sharing system? Justify. 10
- Q3 (a) What are the different file allocation methods? Which file allocation method  
would you use for a system whose main task is database management? Why? 10
- Q3(b) Briefly explain the different modes of inter-process communication. 10
- Q4. (a) Briefly explain how message passing can be used to achieve mutual exclusion.  
Compare this technique with semaphores and monitors. 10
- (b) What is the critical section problem? Discuss a solution to the problem 10
- Q5 (a) There are five processes A to E which are waiting to be scheduled. Their arrival  
times are 0,1,3,9 and 12 sec respectively and their processing times are  
3,5,2,5, and 5 seconds respectively. What is the average turn-around time using  
FCFS, SJF and Round-Robin(with a quantum of 1 sec) scheduling? 10
- Q5 (b) What are the requirements of memory management? Explain segmentation with  
the help of an example. 10
- Q6 a. What are processes and threads? What are the advantages and disadvantages  
of implementing threads in kernel space and user space? 10
- Q6 b. Compare and contrast any three disk arm scheduling algorithms. 10
- Q7. Short notes on: 20
- i) Unix File management
- ii) I/O buffering
- iii) Real Time Operating System
- iv) RAID.

