Solve the following:



## Question 1: True or False (and why?)

(a) The number of the cylinders is greater than the number of tracks in any surface
(b) All programs can be programmed in a multi-threaded manner.
(c) Each process must have a process control block (PCB) in memory.
(d) Data reliability is to keep data safe from human attacks.
(e) Contiguous file allocation method suffers from external fragmentations.
(f) Long term scheduler increases the degree of multiprogramming.
(g) In RR If the quantum time decreases, this will slow down the execution of the processes.
(h) OS can access the text files in indexed manner.
(i) Aging is a solution of the convoy effect.

## 18 marks

## Question 2: Explain why? (Use the minimum words)

(a) SJF CPU scheduling may suffer from starvation.
(a) It is recommended to use as few threads as possible in your applications.
(b) Some programmers prefer to build their applications in multi-threading manner.
(c) It is important to include inter-Track and inter-Sector gaps on the disk surface.
(d) Memory is a preemptive resource, while CD driver is not.

Question 3: Explain what is meant by process states, then:
(a) Draw the process state diagram.
(b) What is meant by process control block?
(c) What is meant by context switch?

8 Marks

## Question 4: Use figures onfy to:

(a) Explain the linked disk allocation method.
(b) Ready queue and input queue.
(c) Computer internal structure.
(d) Explain how a file stored in blocks $(141,452,378,675)$ using FAT.

Question 5: Discuss what is meant by the following parameters:
CPU utilization, System throughput, Turnaround time, Waiting time, Response time.
Then, Consider the following set of processes, with the length of the CPU burst time given in milliseconds, Using SRTF:
(a) Draw the Gant chart illustrates the execution of these processes.
(b) Calculate TAT and WT for each process, then calculate AWT for all processes.
(c) Calculate the number of context switches.

| Process | Burst Time | Arrival time |
| :---: | :---: | :---: |
| $P_{1}$ | 7 | 0 |
| $P_{2}$ | 4 | 2 |
| $P_{3}$ | 1 | 4 |
| $P_{4}$ | 4 | 5 |

12 marks


## Question 6: Explain when?

(a) A program becomes a process.
(b) The TAT of a process equals process execution time.

4 Marks

## Question 7: Compare between:

(a) RAM, ROM, Cache memory
(b) Multi-Tasking and Multi-Processor systems.

4 Marks

## Question 8:

i. Define (in few words) the following Terms:

Sector, Cylinder, Disk access time, Disk bandwidth
Then use the SSTF scheduling technique to calculate the total head movement for the following:

- Queue: 98, 183, 37, 122, 14, 124, 65, 67, 25, 78, 107,15
- Head starts at: 53
ii. A hard disk. has 4096 tracks on each surface. It has 4 plates. There are 1024 sectors per track and each sector stores 512 bytes, calculate:
- Number of tracks per cylinder.
- Number of cylinders in the disk.
- Number of tracks in the disk.
- Cylinder size.
- Total Disk size.
- Size of the data that can be read by the head at a time?


## Question 9: Explain the main difference between

 multi-threading and multi-programming, then:(a) Explain how multi-threading adds flexibility when executing a process with long sub-tasks assuming a process P with three sub-tasks as shown in the table, The processor gives 6 ms to $P$ in each cycle. Show how to execute $P$ as a single thread, then as three threads.

14 Marks
(b) Write the code for the clock thread shown in figure 1. 14 Marks


Figure 1

| Sub-task | Time |
| :---: | :---: |
| S1 | 26 ms |
| S2 | 5 ms |
| S3 | 2 ms |

Question 10: In multi-level queuing scheduling_with feedback using the shown 3 queues (Note: Q3 uses SJF as a scheduling algorithm). Show how to schedule the shown processes in figure 2 . Then calculate the average waiting time.


Figure 2


With Best Wishes
Dr: Ahmed Saleh
Page 2 of 2
$\mathfrak{P l z}$, send feedback about the exam to:
aisaleh@yahoo.com

