ROLL NO.

Code: DC61/DC110

Subject: OPERATING SYSTEMS & SYSTEMS SOFTWARE

## **Diplete – CS** (Current & New Scheme)

Time: 3 Hours

## **DECEMBER 2015**

Max. Marks: 100

PLEASE WRITE YOUR ROLL NO. AT THE SPACE PROVIDED ON EACH PAGE IMMEDIATELY AFTER RECEIVING THE QUESTION PAPER.

NOTE: There are 9 Questions in all.

- Question 1 is compulsory and carries 20 marks. Answer to Q.1 must be written in the space provided for it in the answer book supplied and nowhere else.
- The answer sheet for the O.1 will be collected by the invigilator after 45 minutes of the commencement of the examination.
- Out of the remaining EIGHT Questions answer any FIVE Questions, selecting at least TWO questions from each Part. Each question carries 16 marks.
- Any required data not explicitly given, may be suitably assumed and stated.

Q.1	Choose the correct or the best alternative in the following: $(2 \times$	(2×10)				
	a. An operating system is					
	<ul> <li>(A) system software</li> <li>(B) application software</li> <li>(C) hardware component</li> <li>(D) I/O Device</li> </ul>					
	b. A program is					
	<ul> <li>(A) A device that performs a sequence of operations</li> <li>(B) A device where information are stored</li> <li>(C) A sequence of instructions</li> <li>(D) None of the above</li> </ul>					
	c. The main function of the dispatcher is					
	<ul> <li>(A) Swapping a process to the disk</li> <li>(B) Assigns ready process to the CPU</li> <li>(C) Suspending some of the processes when the CPU load is high</li> <li>(D) bring the processes from the disk to the main memory</li> </ul>					
	d. Semaphores are used					
	<ul> <li>(A) To do I /O</li> <li>(B) Synchronize critical resources to prevent contention</li> <li>(C) Synchronize critical resources to prevent deadlocks</li> <li>(D) Allows processes to communicate with one another</li> </ul>					
	e. Four necessary conditions for deadlock to exist are mutual exclusion, preemption, circular wait and	no				
	<ul><li>(A) hold and wait</li><li>(B) multiprogramming</li><li>(C) race around condition</li><li>(D) buffer flow</li></ul>					

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f. Logical memory is broken into blocks of the same size called						
	<ul><li>(A) frames</li><li>(C) backing store</li></ul>	(B) (D)	pages None of these			
g.	The size of a page					
	<ul><li>(A) varied</li><li>(C) power of 4</li></ul>	(B) (D)	) power of 2 ) None of these			
h.	is the the secondary mer	process is copied into main memory from equirement.				
	<ul><li>(A) Paging</li><li>(C) Segmentation</li></ul>	(B) 1 (D)	Demand paging Swapping			
i.	In a real completed within	time system, it is gua their deadlines.	ranteed that critical real time tasks will be			
	<ul><li>(A) soft</li><li>(C) critical</li></ul>	(B) (D)	hard None of these			
j.	Memory managem	nent units :				
	<ul><li>(A) increase the co</li><li>(B) increase the po</li><li>(C) increase the tin</li><li>(D) All of these</li></ul>	ost of the system ower consumption of the me required to complete	e system te an operation			

## PART A Answer at least TWO questions. Each question carries 16 marks.

Q.2	a.	Give four major functions of an operating system.	(4)
	b.	<ul> <li>Explain the following terms- (Do any three)</li> <li>(i) Serial Processing</li> <li>(ii) Batch processing</li> <li>(iii) Multi processing</li> <li>(iv) Multitasking</li> <li>(v) Network operating system</li> </ul>	(9)
	c.	With the help of figure explain the state transition for a process.	(3)
Q.3	a.	Describe the various type of schedulers.	(5)
	b.	Explain the objectives of scheduling.	(5)
	c.	What is deadlock? List four necessary conditions for the occurrence of	deadlock. (6)

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Q.4	a.	What is control synchronization?		(4)				
	b.	What is critical section and highlight the essential prope during implementation?	erties of critical sec	tion used (6)				
	c.	What are semaphores? How are they implemented in op	perating systems?	(6)				
Q.5	a.	Explain the difference between internal and external fragmentation with examples. (8)						
	b.	What is virtual memory? Describe its advantages with read and system point of view.	espect to user poin	t of view ( <b>8</b> )				
	PART B Answer at least TWO questions. Each question carries 16 marks.							
Q.6	Q.6 a. Define language processor and highlight the practical requirements which language processor should meet. (5)							
	b.	What is static binding and dynamic binding?		(3)				
	c.	Explain the following terms:(i) Stack(ii) Heap(iii) Grammar(iv) Parse tree		(8)				
Q.7	a.	What is parsing? Write down the algorithm for bottom u	ıp parsing.	(6)				
	b.	Compare & contrast macro definition and macro expans	sion.	(4)				
	c. Write the steps which are required for the execution of a program write language.			tten in a (4)				
	d.	Explain the term self relocating program.		(2)				
Q.8	a.	What are the elements of assembly language program?		(5)				
	b.	Mention some advantages of assembly language over m	achine language.	(5)				
	c.	Explain the design of a two pass assembler.		(6)				
Q.9	a.	Explain the different phases of a compiler.		(6)				
	b.	Differentiate between compiler and Interpreter.		(4)				
	c.	Define the following : (i) Memory allocation in block structured language (ii) A toy code generator for expression		(6)				