## Q.P. Code: 19485

(3 Hours)

[Total Marks: 80

N.B.: (1) Question No. 1 is compulsory.

- (2) Attempt any four questions from the remaining six questions.
- (3) Answers to sub-questions should be answered together.
- (4) Draw the diagrams wherever required.
- For the processes listed in the table, draw Gantt chart and calculate average waiting Q1. time and average turnaround time using:-
  - (i) FCFS
  - (ii) Shortest Job First (both preemptive & non preemptive)
  - (iii) Round Robin (quantum = 4)

| Process | Arrival Time (ms) | Processing Time (ms) |
|---------|-------------------|----------------------|
| P1      | 0                 | 8                    |
| P2      | 1                 | 4                    |
| P3      | 2                 | 9                    |
| P4      | 3                 | 5                    |

- What is deadlock? What are the necessary conditions for a deadlock to occur? Explain various method of preventing deadlock.
- What are external and internal fragmentations? Discuss the techniques to overcome Q2. fragmentations.
  - What is process? Explain five state process model with each state transition in it.
- Consider following snapshot of a system Q3.

| Process | Allocation |    |    | Max |    |    | Available |    |         |
|---------|------------|----|----|-----|----|----|-----------|----|---------|
|         | R1         | R2 | R3 | R1  | R2 | R3 | R1        | R2 | R3      |
| PO      | 0          | 2  | 1  | 6   | 4  | 2  | 4 ·       | 2  | 4       |
| P1      | 0          | 10 | 1  | 2   | 2  | 1  |           |    |         |
| P2      | 2          | 1  | 0  | 3   | 2  | 1  |           |    | and the |
| P3      | 2          | 0  | 0  | 6   | 0  | 3  |           |    |         |
| P4      | 3          | 1  | 1  | 4   | 2  | 2  |           |    |         |
| P5      | 1          | 1  | 1  | 2   | 2  | 2  | 1         |    |         |

Using Banker's Algorithm answers the following:-

- What is the context of matrix need? (1)
- Is the system in safe state? Give the sequence. (ii)
- If a request from process P0 arrives for (0, 1, 0) can the request be granted (iii) immediately?
- Explain the different method of file access.

7

| Q4.      | (a)     | Given reference string to the following pages by a program:- 1,2,3,4,1,5,6,2,1,2,3,7,6,3,2,1,2,3,6.  | 8  |
|----------|---------|--|----|
|          |         | How many page faults will occur for the following page replacement algorithms,   |    |
|          |         | assuming three frames?  1. LRU replacement   |    |
|          |         | 2. FIFO replacement  |    |
|          |         | 3. Optimal replacement 11  |    |
|          | (b)     | Explain the concept of spooling and explain how it is different from buffering?  | 7  |
| 1        |         |  |    |
| Q5.      | (a)     | What is semaphore? Explain different types of semaphore. Also, explain the difference between semaphore and monitor.   | 8  |
|          | (b)     | When does the page fault occur? Describe the action taken by O.S. when page fault  | 7  |
|          | (0)     | occurs.  |    |
|          |         | 200 William and 0 to 100. The driver is currently  | 8  |
| Q6.      | (a)     | Suppose a disk drive has 200 cylinders, numbered 0 to 199. The driver is currently serving a request at cylinder 100 and previous request was at cylinder 130. The | Ü  |
|          |         | gueue of pending request in FIFO order is 120, 90, 55, 135, 60, 75, 150.   | 33 |
|          |         | What is the total head movement under the following scheduling algorithms?   |    |
|          | 1       | (i) FCFS (ii) SSTF (iii) SCAN (iv) C-SCAN.   | 7  |
|          | (b)     | Explain the Access Matrix model of protection. How does it serve a useful abstraction for reasoning about protection mechanism in computer systems?                |    |
|          |         |  |    |
| Q7.      |         | Write a short notes on any three :-  | 15 |
| Q/.      |         | (a) Free Space Management  |    |
|          |         | (b) Linker and Loader  |    |
|          |         | (c) Multithreading   |    |
|          | rellies | (d) Race Condition   |    |
| 10 45 16 | -       | (e) Android OS   |    |
| 3/       | 1       |  |    |
| 200      | 1       |  |    |