

## **Unit-1:**

- 1.what are o.s services?
- 2.what is system call? Explain various types of system calls provided by o.s?
3. draw ms-dos o.s structure?

## **Unit-2:**

- 1.what are criteria's for evaluating CPU scheduling algorithm?
- 2.explain process scheduling?
- 3.explain inter process communication models in details?
- 4.define a thread? Explain benefits of multireading and what resources are used when thread is created?
- 5.explain the round robin scheduling algorithm with an example?
- 6.distinguish b/w preemptive and non-preemptive scheduling .explain each type with example?

## **Unit-3:**

- 1.define semaphore and explain the implementation of semaphores?
- 2.give a solution for readers-writers problem?

## **Unit-4:**

- 1.what is page fault? Explain steps involved in handling a page fault with neat sketch?
- 2.what is demand paging? Explain?
- 3.what is page replacement? Explain?

## **Unit-5:**

- 1.what is deadlock? How deadlock are detected?
2. explain how to recover the system from deadlock?
- 3.how deadlock avoidance differ from deadlock prevention? Write about deadlock avoidance algorithm in details?
- 4.describe usage of wait for graph scheme?

## **Unit:6**

- 1.write in details about file attributes, operations and types?
- 2.explain in details about various ways of accessing disk storage?