Diplete – CS (OLD SCHEME)

Code: DC14 Time: 3 Hours Subject: SYSTEM SOFTWARE & OPERATING SYSTEMS

ATING SYSTEMS Max. Marks: 100

DECEMBER 2010

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 Q.1 will be collected by the invigilator after half an hour of the commencement of the examination.
- Out of the remaining EIGHT Questions answer any FIVE Questions. 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:

 (2×10)

a. A grammar for a programming language is a formal description of

(A) Syntax	(B) Semantics
(C) Structure	(D) Code

b. is a technique of temporarily removing inactive programs from the memory of computer system

(A) Swapping	(B) Spooling
(C) Semaphore	(D) Scheduler

c. _____ is a technique of improving the priority of process waiting in queue for CPU allocation

(A) Starvation	(B) Aging
(C) Revocation	(D) Relocation

d. _____ is the time required by a sector to reach below read/write head.

(A) Seek Time	(B) Latency Time
(C) Access Time	(D) None

e. Which of the following is most general phase structured grammar?

(A) Context – Sensitive	(B) Regular
(C) Context-Free	(D) None of the above

- f. File record length
 - (A) Should always be fixed
 - (B) Should always be variable
 - (C) Depends upon the size of file
 - (D) Should be chosen to match the data characteristics.

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	g.	Which of the following Statemer	nt is true	The THE
		assembly language.(B) Overlaying is used to run a p space of Computer(C) Mutual memory can be used	pear within other macro definitions in rogram which is longer than the address to accommodate a program which is	uldentBounts.
		(D) It is not possible to write inter language.	rrupt service routines in a high level	
	h.	Real time systems use	scheduling.	
		(A) Priority based preemptive(C) Round Robin	(B) Shortest Job next(D) First come First served	
	i.	Debug monitors helps in		
		 (A) Obtaining information for loc (B) Keeping track of modification (C) To generate test data (D) None of the above 		
		The degree of multiprogramming memory and the size of all program	is determined by the size of physical ms in execution	
		(A) True	(B) False	
		Answer any FIVE Questions Each question ca		
Q.2	a.	Explain the use of language proc	essors and their activities.	(8)
	b.	What are the requirements for the	e solution to the critical section problem	(8)
Q.3	a.	Explain about the pass structure pass 1 and Pass 2 along with their	of an assembler in context of working or data structures.	of (8)
	b.	 What do you understand by the p description about (i) Call by value, (ii) Call by value-result, (iii) Call by reference. 	parameter passing mechanism? Give brie	ef (8)
Q.4	a.	What do you mean by user i interfaces and their uses.	nterface? Explain various types of use	er (8)
DC14		-	 ation and Optimizing Transformations. Diplete - CS (OLD SCHE) 	(8) ME)

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Q.5	a.	Write short note on Program generation activity.	я) (6) (6)	
	b.	Explain about Macro Call and Macro Expansion in brief.	(8)	ing.
Q.6	a.	Distinguish between protection and security mechanism in OS.	(6)	5.00
	b.	Explain the method to avoid deadlock.	(6)	3
	c.	What do you mean by control structures ?.	(4)	
Q.7	a.	 Differentiate between the following:- (i) Batch operating system & Time sharing operating system. (ii) Compiler and interpreter (ii) Contigous memory allocation and non contiguous memory allocation 	(4 × 3) tion.	
	b.	What is external fragmentation and internal fragmentation? Define.	(4)	
Q.8	a.	What is parsing and specify the goals of parsing?	(6)	
	b.	Write short note on dynamic memory allocation.	(4)	
	c.	What is the role debug monitors as a software tool?	(6)	
Q.9	a.	Define process. Give brief description about process states with the h process state transition diagram.	elp of (8)	
	b.	Define the following terms: (i) Batch systems (ii) A real time system (iii) Kernel (iv) Multi programming Systems	(8)	

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