

Code.No: **RR410401****RR****SET-1**

IV B.TECH – I SEM EXAMINATIONS, NOVEMBER - 2010
OPERATING SYSTEMS
(ELECTRONICS AND COMMUNICATION ENGINEERING)

Time: 3hours**Max.Marks:80**

Answer any FIVE questions
All questions carry equal marks

- - -

1. a) What is an operating system? Explain different types of operating systems?
b) Distinguish between buffering & spooling. [8+8]
2. a) Describe various schedules.
b) Describe basic instruction execution cycle with on example. [8+8]
3. a) What is relocation? Illustrate the concept of relocation that hardware has to support.
b) What is the difference between a page & a segment? [8+8]
4. a) What is I/O buffering? What are different types of buffers?
b) Compare & contrast disk scheduling algorithms. [8+8]
5. a) How concurrent process come into conflict with each other when they are competing for the use of same resource.
b) What is monitor? Compare it with semaphore. [8+8]
6. a) Discuss various hardware solutions for mutual exclusion.
b) What is message passing? Explain the design characteristics of message systems for inter process communication & synchronization. [8+8]
7. a) What are the important criteria in choosing a file organization.
b) What are the different types of operations performed on directory? Explain in detail. [8+8]
8. a) Explain in detail user-oriented access control & data oriented access control.
b) Define Worm. Explain them in detail. [8+8]

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SET-2

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Time: 3hours**Max.Marks:80**

Answer any FIVE questions
All questions carry equal marks

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1. a) What is relocation? Illustrate the concept of relocation that hardware has to support.
b) What is the difference between a page & a segment? [8+8]
2. a) What is I/O buffering? What are different types of buffers?
b) Compare & contrast disk scheduling algorithms. [8+8]
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7. a) What is an operating system? Explain different types of operating systems?
b) Distinguish between buffering & spooling. [8+8]
8. a) Describe various schedules.
b) Describe basic instruction execution cycle with on example. [8+8]

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SET-3

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(ELECTRONICS AND COMMUNICATION ENGINEERING)

Time: 3hours**Max.Marks:80**

Answer any FIVE questions
All questions carry equal marks

- - -

1. a) How concurrent process come into conflict with each other when they are competing for the use of same resource.
b) What is monitor? Compare it with semaphore. [8+8]
2. a) Discuss various hardware solutions for mutual exclusion.
b) What is message passing? Explain the design characteristics of message systems for inter process communication & synchronization. [8+8]
3. a) What are the important criteria in choosing a file organization.
b) What are the different types of operations performed on directory? Explain in detail. [8+8]
4. a) Explain in detail user-oriented access control & data oriented access control.
b) Define Worm. Explain them in detail. [8+8]
5. a) What is an operating system? Explain different types of operating systems?
b) Distinguish between buffering & spooling. [8+8]
6. a) Describe various schedules.
b) Describe basic instruction execution cycle with on example. [8+8]
7. a) What is relocation? Illustrate the concept of relocation that hardware has to support.
b) What is the difference between a page & a segment? [8+8]
8. a) What is I/O buffering? What are different types of buffers?
b) Compare & contrast disk scheduling algorithms. [8+8]

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Code.No: **RR410401****RR****SET-4**

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OPERATING SYSTEMS
(ELECTRONICS AND COMMUNICATION ENGINEERING)

Time: 3hours**Max.Marks:80**

Answer any FIVE questions
All questions carry equal marks

- - -

1. a) What are the important criteria in choosing a file organization.
b) What are the different types of operations performed on directory? Explain in detail. [8+8]
2. a) Explain in detail user-oriented access control & data oriented access control.
b) Define Worm. Explain them in detail. [8+8]
3. a) What is an operating system? Explain different types of operating systems?
b) Distinguish between buffering & spooling. [8+8]
4. a) Describe various schedules.
b) Describe basic instruction execution cycle with an example. [8+8]
5. a) What is relocation? Illustrate the concept of relocation that hardware has to support.
b) What is the difference between a page & a segment? [8+8]
6. a) What is I/O buffering? What are different types of buffers?
b) Compare & contrast disk scheduling algorithms. [8+8]
7. a) How concurrent processes come into conflict with each other when they are competing for the use of same resource.
b) What is a monitor? Compare it with semaphore. [8+8]
8. a) Discuss various hardware solutions for mutual exclusion.
b) What is message passing? Explain the design characteristics of message systems for inter process communication & synchronization. [8+8]

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