



(c) Demonstrate process synchronization using procedure-consumer problem.

(d) What is critical section ? Design algorithm to solve this problem.

(e) How can the interprocess communication be achieved?

(f) Define following:

(i) Dispatch.

(ii) Context switching.

3. Attempt any four :  $5 \times 4 = 20$

(a) Define following terms:

(i) Average waiting time.

(ii) Time Slice or quantum.

(iii) Resposne time.

(iv) Turn Around Time.

(v) CPU Utilization.

(b) What should be the selection criteria for scheduling algorithm ?

(c) Calculate turn around time and average waiting time for following set of processes, if these processes are scheduled using :

(i) SJF

(ii) Priority (both preemptive)

Process	Burst Time	Priority	Arrival Time
P1	7	1	0
P2	3	2	4
P3	9	3	7

(d) What is dead lock and its conditions ?

(e) How dead lock can be avoided ?

(f) Explain the difference between busy waiting and blocking.

4. Attempt any two :  $10 \times 2 = 20$

(a) Explain the difference between internal fragmentation and external fragmentation? Which one occurs in paging system? Which one occures in systems using pure segmentatation ? Discuss various ways of removing fragmentation.

(b) Explain the concept of virtiul memory and how it is obtained by Demand Paging and segmentation ?

(c) Write short notes on the following:

(i) Thrashing.

(ii) Cache memory.

(iii) Allocation of frame.

(iv) Dining-Philosopher-Problem.

