

Time: 3 Hours

Max. Marks: 70

**PART-A**

(Answer all the Questions 10 x 2 = 20 Marks)

- |   |   |   |     |    |    |
|---|---|---|-----|----|----|
| 1 | a | Define an Operating System.   | CO1 | L1 | 2M |
|   | b | What is the role of the bootstrap program during system startup?              | CO1 | L1 | 2M |
|   | c | What is a Process Control Block (PCB)?  | CO2 | L2 | 2M |
|   | d | List two differences between threads and processes.                           | CO2 | L2 | 2M |
|   | e | What is the Critical Section Problem.   | CO3 | L1 | 2M |
|   | f | What is a resource-allocation graph and how is it used in deadlock detection? | CO3 | L1 | 2M |
|   | g | Define paging and mention one advantage of using it.                          | CO4 | L1 | 2M |
|   | h | Name any two common HDD scheduling algorithms.                                | CO4 | L2 | 2M |
|   | i | What is a directory in a file system?   | CO5 | L1 | 2M |
|   | j | Name any two file allocation methods.   | CO5 | L1 | 2M |

**PART-B**

(Answer all Five Units 5 x 10 = 50 Marks)

**UNIT-I**

- |           |   |   |     |    |     |
|-----------|---|---|-----|----|-----|
| 2         | a | Describe the different types of computing environments and how the OS supports them.        | CO1 | L1 | 5M  |
|           | b | List and explain any five types of system calls with examples.                              | CO1 | L2 | 5M  |
| <b>OR</b> |   |   |     |    |     |
| 3         |   | Explain different operating system structures such as monolithic, layered, and microkernel. | CO1 | L1 | 10M |

**UNIT-II**

- |           |   |   |     |    |    |
|-----------|---|---|-----|----|----|
| 4         | a | Explain the different states of a process with a neat diagram of the process state transition.  | CO2 | L1 | 5M |
|           | b | What is inter-process communication (IPC)? Describe any two methods used for IPC with examples.   | CO2 | L2 | 5M |
| <b>OR</b> |   |   |     |    |    |
| 5         | a | Consider a CPU scheduling scenario where four processes are scheduled using the Priority scheduling algorithm.. Compute the average waiting time and turnaround time. | CO2 | L2 | 5M |

Note : 4 being the highest priority.

Process	Burst Time	Priority
P1	6	2
P2	2	1
P3	8	4
P4	3	3

- b Explain the multithreading models in operating systems. Compare many-to-one, one-to-one, and many-to-many models. CO2 L1 5M

### **UNIT-III**

- 6 a Explain Peterson's Solution to the critical section problem. How does it ensure mutual exclusion, progress, and bounded waiting? CO3 L1 5M  
b Explain the Banker's Algorithm for deadlock avoidance. Give an example with step-by-step allocation and need matrix. CO3 L2 5M

**OR**

- 7 a Describe the four necessary conditions for a deadlock. For each condition, explain how it can be prevented with examples. CO3 L1 6M  
b Compare Mutex Locks and Semaphores in terms of usage, implementation, and advantages. CO3 L2 4M

### **UNIT-IV**

- 8 a What is thrashing? Explain the causes of thrashing and suggest techniques to prevent it. CO4 L1 6M  
b List and explain SSTF disk scheduling algorithms with suitable example. CO4 L2 4M

**OR**

- 9 a Explain the concept of paging. How does the page table support address translation? Give an example. CO4 L1 5M  
b Explain FIFO and LRU page replacement algorithms with an example for each. CO4 L2 5M

### **UNIT-V**

- 10 a Explain the file allocation methods in file systems. Compare contiguous, linked, and indexed allocation with diagrams. CO5 L1 5M  
b What is free space management in file systems? Explain any two methods to manage free disk space. CO5 L1 5M

**OR**

- 11 a Explain the concept of file-system mounting. What are partitions, and how are they managed during mounting? CO5 L1 5M  
b Describe the steps involved in implementing a directory. How are directories structured and managed on disk? CO5 L2 5M

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