
UNIVERSITI SAINS MALAYSIA

Stamford College

First Semester Examination
2004/2005 Academic Session
October 2004

**External Degree Programme
Bachelor of Computer Science (Hons.)**

CST102 – Introduction to Operating Systems & Data Communications

Duration : 2 hours

INSTRUCTIONS TO CANDIDATE:

- Please ensure that this examination paper contains **FOUR** questions in **SIX** printed pages before you start the examination.
 - Answer **ALL** questions.
 - On each page, write *only your Index Number*.
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1. (a) Determine whether the following statements are **TRUE** or **FALSE**:
- (i) In a segmented system, a memory address has two parts: a segment number and a segment offset.
 - (ii) The turnaround time is influenced by the length of the time quantum.
 - (iii) The Shortest Seek Time First algorithm minimises latency and thus gives the best overall performance, but suffers from poor fairness.
 - (iv) The multidrop network consists of multiple nodes connected by a single transmission line without beginning or end.
 - (v) The Carrier Sense Multiple Access (CSMA/CD) contention-based protocol is implemented in Ethernet and does not eliminate collisions but does reduce them.

(10/100)

- (b) A computer contains four page frames. The following information are given:

Page Frame	Loading Time	Last Referenced Time	Reference Bit	Modified Bit
0	160	180	1	0
1	200	211	1	0
2	120	163	1	1
3	150	177	1	1

The contents of which page frame would be swapped out if the following algorithm is used:

- FIFO (First In First Out)
- LRU (Least Recently Used)
- MRU (Most Recently Used)

(5/100)

- (c) (i) What is thrashing and list **two (2)** possible causes of thrashing?
- (ii) Given the following program which simulates the effect of changing page sizes in a demand paging system:
- What does function `int find_page_in_memory(int req_word, int page_size, int memory, queue<info> memori)` do?
 - Which memory allocation scheme is used in the program? Explain how it is implemented.

(10/100)

```

struct info{
    int page_frame;
    int page_num;
}
int PROGRAM = 460; int MEMORY = 200;
int find_page_in_memory(int req_word,int page_Size,int
memory,queue<info> memori)
{
    int quotient, pageframe, find, i=0, pno, hits=0;
    pageframe = memory/page_Size;
    quotient = req_word/page_Size;
    info dataType6;pno= req_word/page_Size;

    while(i<pageframe){
        dataType6=memori.front();
        if((pno==dataType6.page_num)&&(hits==0))
            return find =1;
        memori.pop();
        memori.push(dataType6); i++;
    }
    return find =0;
}

void main()
{
    : //deleted
    page_Size = pageSize();
    int pf=0; pf=MEMORY/page_Size;
    queue<info> memory;
    for(int x=0;x<pf;x++){
        info dataType2;
        dataType2.page_frame=x;
        dataType2.page_num=x;
        memory.push(dataType2);
    }
    int counter=-1,miss=0,hit=0; char namafail[10];
    int request_word; ifstream request;
    : //deleted
    cout<<"\nPlease enter the request file name :";
    : //deleted
    request.open(namafail);
    while(!request.eof()){
        request>>request_word;
        if(!(find_page_in_memory(request_word,page_Size,MEMORY,memor
y))){
            miss++; counter=0;
            info dataType3, dataType4;

            dataType3=memory.front();
            dataType4.page_frame=dataType3.page_frame;
            dataType4.page_num=request_word/page_Size;
            :
            memory.pop();
            memory.push(dataType4);
        } else{
            int i =0; int pno =0;int hits=0; hit++;
            info dataType5=memory.front();
            info dataType6; pno= request_word/page_Size;
            while(i<pf){
                dataType6=memory.front();
                if((pno==dataType6.page_num)&&(hits==0))
                    hits++;
                memory.pop(); memory.push(dataType6); i++;
            }
        }
        request_word=0;
    }
}

```

2. (a) Identify one scheduling algorithm which is commonly used in interactive operating system. Why do you think it is used in such system?

(5/100)

- (b) Given the following transitions between process states, indicate whether the transition is possible. If it is possible, give an example of one situation that would cause it.

(i) Run — ready

(ii) Run — waiting

(iii) Wait — run

(iv) Run — terminated

(10/100)

- (c) Given the following procedures for PRODUCER and CONSUMER, complete both procedures by entering semaphore variables at the correct locations and explain briefly the function of procedures P () and V ().

```

PRODUCER
produce data
P ( )
P ( )
write data into buffer
V ( )
V ( )

```

```

CONSUMER
P ( )
P ( )
read data into buffer
V ( )
V ( )
consume data

```

(10/100)

3. (a) What is a contiguous disk allocation scheme? State **one (1)** advantage and **one (1)** disadvantage of this scheme?

(5/100)

- (b) Assume that the following is the list of request arriving at a movable-head drum for different sectors on different tracks:

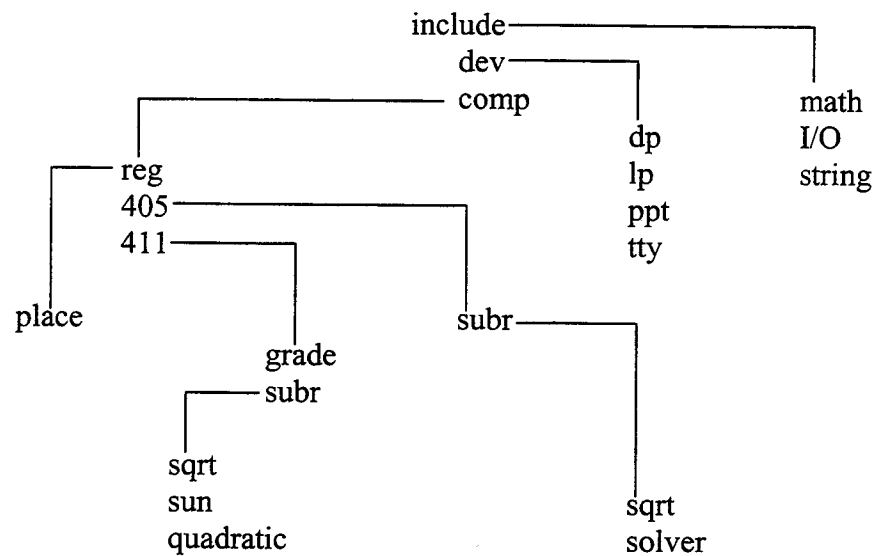
Request List	
Track	Sector
0	1
0	3
1	4
2	4
2	0
4	0
4	2
4	4

Given that the drum has only 6 tracks, numbered 0 through 5, and each track has 5 sectors, numbered 0 through 4. Show how does the request is satisfied using rotational ordering in the most efficient way. (Assume transfer time is 1 ms, seek time is 5 ms, search time is 2 ms.)

(10/100)

- (c) (i) What is the use of the Access Control Verification Module? Give **two (2)** examples of it.

- (ii) The following diagram represents a file structure for a Unix operating system. Answer the three questions below:



- Determine the type of the file structure of the above diagram.
- Write a command that will copy the file `solver` to a new name `solver_new`. Use the symbol `'/'` between names.
- What are the use of the files stored in `/include`?

(10/100)

4. (a) What is the OSI Layered Network Model? Briefly explain the role of Layers 3-5 in the model.

(10/100)

- (b) (i) What is internet and what is the relationship between internet and the World-Wide-Web?

- (ii) Give the English definitions for the following abbreviations and briefly state what it is used for.

- HTTP
- ICMP

(10/100)

- (c) List **three (3)** advantages and **two (2)** disadvantages of ATM (Asynchronous Transfer Mode).

(5/100)