

## Unit I- Chapter 2

1. Explain the process creation and termination
2. Explain the states and transitions of process.
3. What is process control block?
4. Give the example of modelling multiprogramming.
5. What is thread and usage of thread?
6. Explain multithread model.
7. Write a note on POSIX thread.
8. How to implement Threads in the kernel space and threads in user space?
9. Give difference between User level and Kernel level threads.
10. Explain race condition and critical region.
11. What is Peterson's solution? Is it required?
12. Explain the producer consumer problem.
13. Write a note on Semaphore.
14. What is mutex?
15. What is monitor? Which two variables operate on condition variables in monitor?
16. Give two types of message passing.
17. Explain Barriers synchronization method.
18. Define the terms :
  - CPU utilization
  - Throughput
  - Waiting Time
  - Response Time
  - Turnaround Time
19. How to categorized scheduling?
20. Explain Multiple-level queues and Lottery Scheduling algorithm with an example.
21. Explain the Dining Philosophers Problem.
22. Explain any two CPU scheduling algorithms with an example.