

Operating Systems

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Do all problems. No books or notes may be used.

- Explain the difference between a “process” and a “thread.”
 - Name three pieces of state that an operating system might typically maintain for a process. Do the same for a thread.
 - What are the primary advantage(s) of supporting threads?
- Define “access matrix.” Name and explain the two primary methods for implementing an access matrix.
- Explain the difference between UNIX “block” and “character” devices. Why do some devices have both block and character interfaces?
- Choose one of these terms—orthogonality, separation of policy and mechanism, virtual machine. Define the term and give an example of its use as an operating system implementation technique.