



Continuous Assessment Test II - June 2023

Programme	: B.Tech. CSE.	Semester	Fall Inter 2022-23
Course Code/Title	BCSE303L -Operating System	Slot	E2+TE2
Faculty	Dr. Abdul Quadir MD Dr. Bhanu Chander Balusa Dr. Rishikeshan C A Dr. Sandeep Kumar Satapathy Dr. Pradeep K Dr. Valarmathi P Dr. Indra Priyadharshini Dr. Monica Dr. Sangeetha N Dr. Anandan P Dr. Yogesh C Dr. Leki Chom Thungon Dr. Tapabrata Roy	Class Number	CH2022232500759 CH2022232500982 CH2022232500983 CH2022232500993 CH2022232500992 CH2022232500755 CH2022232500756 CH2022232500757 CH2022232500758 CH2022232500760 CH2022232501076 CH2022232501076 CH2022232501075
Time	1½ Hours	Max. Marks	: 50

Answer ALL Questions

baking statio	n requi	res speci	ic resource	es such as o	ven, mixers	and pans	to carry out	
he tasks effe	ectively	At time	T ₀ , allocat	ion and max	kimum req	uirement o	of resources	
BAKING	king station are shown in the t		table belo	MAXIMUM				
STATIONS	OVE N	MIXER	PAN	OVEN	MIXER	PAN		
A	0	1	0	7	5	3		
В	2	0	0	3	2	2		
C	3	0	2	9	0	2		
D	2	1	1	2	2	2		
E	0	0	2	4	3	3		
ir. or lf	der in v addition the r	hether ba which eac onal requ equest be	king stati h baking s est from b granted in	tation comp aking statio	letes the ta n 'A' raised ' If yes, spe	sk. d for (3,3,0 cify the ore	specify the) resources, der in which	
the followin	g comp	onents: fi	ve frying	pans, five co	oking pots	s, five indu	mmittee has ction stoves, ne following	10

anario:			
scenario:	but waiting for fer-	foring name to	
TEAM 1 having two induction sto	ves but waiting for four	frying pans to	
prepare their food.	wooden eneen	- seeking not	
TEAM 2 having three induction sto	ves, one wooden spoon, o	ne cooking por	
and two frying pans but waiting for	one frying pan and one we	ooden spoon to	
prepare their food.			
TEAM 3 having two cooking pot an	d one wooden spoon but v	vaiting for two	
induction stoves and one wooden sp	oon to prepare their food.		
TEAM 4 having one cooking pot a	nd two frying pans but w	aiting for four	
induction stoves to prepare their foo		Ref. Same	
Draw the resource allocation graph for the	ne given problem. Perform	the deadlock	
detection algorithm and verify if deadlock e	exist or not. If no deadlock e	exists then find	
the safe sequence. If there is a deadlock, sug	gest a technique to overcor	ne.	10
A team of students are doing a projetimplementation in a common drive share	d drive. At a time only	er results of	10
allowed to access the drive for modification	n in order to avoid income	stency of data	
stored. Explain how synchronization car	be achieved among the	students by	
implementing hardware instruction and als	so prove that the solution s	atisfies all the	
requirements of critical section.	-7 test and set	2	
1 Equil chief of critical			
Consider group of kids are picking cake cub	es from a container that can	hold up to N	10
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks	one from the Container to eat	. If a kid finds	10
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to	one from the Container to eat his mother and waits until the	. If a kid finds mother refills	10
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to the container with N cakes. Unsynchronized c	one from the Container to eat his mother and waits until the	. If a kid finds mother refills	10
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to	one from the Container to eat his mother and waits until the	. If a kid finds mother refills	10
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to the container with N cakes. Unsynchronized care shown below:	one from the Container to eat his mother and waits until the ode snippets for the kid and a //Mother	. If a kid finds mother refills	10
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to the container with N cakes. Unsynchronized care shown below: //Kid while True:	one from the Container to eat his mother and waits until the ode snippets for the kid and a //Mother while True:	If a kid finds mother refills mother threads	10
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to the container with N cakes. Unsynchronized care shown below: //Kid while True: getCakeFromContainer()	one from the Container to eat his mother and waits until the ode snippets for the kid and a //Mother	If a kid finds mother refills mother threads	10
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to the container with N cakes. Unsynchronized care shown below: //Kid while True:	one from the Container to eat his mother and waits until the ode snippets for the kid and a //Mother while True:	If a kid finds mother refills mother threads	10
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to the container with N cakes. Unsynchronized care shown below: //Kid while True: getCakeFromContainer()	one from the Container to eat his mother and waits until the ode snippets for the kid and a //Mother while True: refillCakeContainer(If a kid finds mother refills mother threads	10
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to the container with N cakes. Unsynchronized care shown below: //Kid while True: getCakeFromContainer() eat() The following variables have been declared int count = 0;	one from the Container to eat his mother and waits until the ode snippets for the kid and a //Mother while True: refillCakeContainer(If a kid finds mother refills mother threads	10
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to the container with N cakes. Unsynchronized care shown below: //Kid while True: getCakeFromContainer() eat() The following variables have been declared int count = 0; mutex m; // invoke lock and unlock	//Mother while True: refillCakeContainer()	If a kid finds mother refills mother threads	10
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to the container with N cakes. Unsynchronized care shown below: //Kid while True: getCakeFromContainer() eat() The following variables have been declared int count = 0; mutex m; // invoke lock and unlock You may perform wait and signal or signal_b	//Mother while True: refillCakeContainer()	If a kid finds mother refills mother threads	10
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to the container with N cakes. Unsynchronized care shown below: //Kid while True: getCakeFromContainer() eat() The following variables have been declared int count = 0; mutex m; // invoke lock and unlock You may perform wait and signal or signal_be condvar fullContainer, vacantContainer	//Mother while True: refillCakeContainer(If a kid finds mother refills mother threads	10
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to the container with N cakes. Unsynchronized care shown below: //Kid while True: getCakeFromContainer() eat() The following variables have been declared int count = 0; mutex m; // invoke lock and unlock You may perform wait and signal or signal_be condvar fullContainer, vacantContainer Your task is to provide modified code of	//Mother while True: refillCakeContainer(for use in your solution.	If a kid finds mother refills mother threads N)	10
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to the container with N cakes. Unsynchronized care shown below: //Kid while True: getCakeFromContainer() eat() The following variables have been declared int count = 0; mutex m; // invoke lock and unlock You may perform wait and signal or signal to condvar fullContainer, vacantContainer Your task is to provide modified code of suitable synchronization such that a kid invo Container is non-empty, and the mother in	//Mother while True: refillCakeContainer() for use in your solution.	If a kid finds mother refills mother threads N) As by adding () only if the life only if	10
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to the container with N cakes. Unsynchronized care shown below: //Kid while True: getCakeFromContainer() eat() The following variables have been declared int count = 0; mutex m; // invoke lock and unlock You may perform wait and signal or signal to condvar fullContainer, vacantContainer Your task is to provide modified code of suitable synchronization such that a kid invocontainer is non-empty, and the mother in Container is fully vacant. Solve this question	//Mother while True: refillCakeContainer() for use in your solution.	If a kid finds mother refills mother threads N) As by adding () only if the life only if	10
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to the container with N cakes. Unsynchronized care shown below: //Kid while True: getCakeFromContainer() eat() The following variables have been declared int count = 0; mutex m; // invoke lock and unlock You may perform wait and signal or signal condvar fullContainer, vacantContainer Your task is to provide modified code of suitable synchronization such that a kid invo Container is non-empty, and the mother in Container is fully vacant. Solve this question and no other synchronization primitive.	//Mother while True: refillCakeContainer() the mother and waits until the ode snippets for the kid and in the wide snippets for the kid and in the while True: refillCakeContainer() to use in your solution.	If a kid finds mother refills mother threads N) Is by adding () only if the on variables,	
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to the container with N cakes. Unsynchronized care shown below: //Kid while True: getCakeFromContainer() eat() The following variables have been declared int count = 0; mutex m; // invoke lock and unlock You may perform wait and signal or signal to condvar fullContainer, vacantContainer Your task is to provide modified code of suitable synchronization such that a kid invocentainer is non-empty, and the mother in Container is fully vacant. Solve this question and no other synchronization primitive. You are a software developer working or	//Mother while True: refillCakeContainer() the mother and waits until the ode snippets for the kid and in the ode snippets for the kid and in the ode snippets for the kid and in the while True: refillCakeContainer() for use in your solution. broadcast with the following the mother and kid thread okes getCakeFromContainer() wokes refillCakeContainer() using only locks and condition a memory-intensive app	If a kid finds mother refills mother threads N) Is by adding () only if the on variables, lication that	10
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to the container with N cakes. Unsynchronized care shown below: //Kid while True: getCakeFromContainer() eat() The following variables have been declared int count = 0; mutex m; // invoke lock and unlock You may perform wait and signal or signal_be condvar fullContainer, vacantContainer Your task is to provide modified code of suitable synchronization such that a kid invector container is non-empty, and the mother in Container is fully vacant. Solve this question and no other synchronization primitive. You are a software developer working of manipulates large amounts of data. The apprentice of the container is fully a cant. The apprentice of the container is fully acant. The apprentice of the case of the case of the case of the container is fully vacant. The apprentice of the case of	//Mother while True: refillCakeContainer() the mother and kid thread okes getCakeFromContainer() using only locks and condition a memory-intensive application frequently needs to	If a kid finds mother refills mother threads N) ds by adding () only if the lon variables, lication that allocate and	
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to the container with N cakes. Unsynchronized care shown below: //Kid while True: getCakeFromContainer() eat() The following variables have been declared int count = 0; mutex m; // invoke lock and unlock You may perform wait and signal or signal condvar fullContainer, vacantContainer Your task is to provide modified code of suitable synchronization such that a kid invo Container is non-empty, and the mother in Container is fully vacant. Solve this question and no other synchronization primitive. You are a software developer working of manipulates large amounts of data. The app de-allocate memory dynamically. The curre	//Mother while True: refillCakeContainer() for use in your solution. proadcast with the following the mother and kid threactokes getCakeFromContainer() using only locks and condition a memory-intensive appolication frequently needs to not memory allocation strate	If a kid finds mother refills mother threads As by adding () only if the lon variables, lication that allocate and gy is causing	
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to the container with N cakes. Unsynchronized care shown below: //Kid while True: getCakeFromContainer() eat() The following variables have been declared int count = 0; mutex m; // invoke lock and unlock You may perform wait and signal or signal condvar fullContainer, vacantContainer Your task is to provide modified code of suitable synchronization such that a kid invocential container is non-empty, and the mother in Container is fully vacant. Solve this question and no other synchronization primitive. You are a software developer working of manipulates large amounts of data. The app de-allocate memory dynamically. The curre performance issues, hence you have been given.	//Mother while True: refillCakeContainer() for use in your solution. oroadcast with the following the mother and kid threacokes getCakeFromContainer() using only locks and condition a memory-intensive appolication frequently needs to not memory allocation strate over a task to improve. Given	If a kid finds mother refills mother threads As by adding () only if the on variables, lication that allocate and gy is causing five memory	
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to the container with N cakes. Unsynchronized care shown below: //Kid while True: getCakeFromContainer() eat() The following variables have been declared int count = 0; mutex m; // invoke lock and unlock You may perform wait and signal or signal be condvar fullContainer, vacantContainer Your task is to provide modified code of suitable synchronization such that a kid invocentainer is non-empty, and the mother in Container is fully vacant. Solve this question and no other synchronization primitive. You are a software developer working of manipulates large amounts of data. The app de-allocate memory dynamically. The curre performance issues, hence you have been give partitions of 130KB, 540KB, 220KB, 335KB, various memory allocation algorithms allocations.	//Mother while True: refillCakeContainer() for use in your solution. oroadcast with the following the mother and kid thread okes getCakeFromContainer() using only locks and condition a memory-intensive appolication frequently needs to not memory allocation strate oven a task to improve. Given 585KB (in order), show home processes of 190 KB, 390 kids mother and waits until the mother and side of the memory allocation strate oven a task to improve. Given 585KB (in order), show home processes of 190 KB, 390 kids mother processes with the following mother processes with the following kids mother processes with the following mother processes with the following kids mother proces	If a kid finds mother refills mother threads As by adding () only if the on variables, lication that allocate and gy is causing five memory w would the KB, 121 KB,	
Consider group of kids are picking cake cub cakes. A child who wants to eat a cake picks the Container to be vacant, the kid updates to the container with N cakes. Unsynchronized care shown below: //Kid while True: getCakeFromContainer() eat() The following variables have been declared int count = 0; mutex m; // invoke lock and unlock You may perform wait and signal or signal be condvar fullContainer, vacantContainer Your task is to provide modified code of suitable synchronization such that a kid invocentainer is non-empty, and the mother in Container is fully vacant. Solve this question and no other synchronization primitive. You are a software developer working of manipulates large amounts of data. The app de-allocate memory dynamically. The curre performance issues, hence you have been giventitions of 130KB, 540KB, 220KB, 335KB,	//Mother while True: refillCakeContainer() for use in your solution. oroadcast with the following the mother and kid thread okes getCakeFromContainer() using only locks and condition a memory-intensive appolication frequently needs to not memory allocation strate oven a task to improve. Given 585KB (in order), show home processes of 190 KB, 390 kids mother and waits until the mother and side of the memory allocation strate oven a task to improve. Given 585KB (in order), show home processes of 190 KB, 390 kids mother processes with the following mother processes with the following kids mother processes with the following mother processes with the following kids mother proces	If a kid finds mother refills mother threads As by adding () only if the on variables, lication that allocate and gy is causing five memory w would the KB, 121 KB,	