

- A. 題目1至題目10為單選題,每題5分。(50%)
- 1. Which is not the main advantage of multiprocessor systems?
 - (A) increased throughput
 - (B) economy of scale
 - (C) increased reliability
 - (D) high CPU utilization
- 2. Which is a closed-source operating system?
 - (A) GNU/Linux
 - (B) Microsoft Windows
 - (C) BSD UNIX
 - (D) Solaris
- 3. What is the stucture of Solaris?
 - (A) monolithic structure
 - (B) layered approach
 - (C) microkernel
 - (D) modules
- 4. Which is not the benefit of multithreaded programming?
 - (A) real-time
 - (B) resource sharing
 - (C) economy
 - (D) scalability
- 5. Which is a nonpreemptive process scheduling algorithm?
 - (A) FCFS scheduling
 - (B) SJF scheduling
 - (C) priority scheduling
 - (D) RR scheduling
- 6. Which is not the condition the deadlock prevention approach tries to prevent?
 - (A) no preemption
 - (B) circular wait
 - (C) mutual exclusion
 - (D) hold and wait

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- 7. Which strategy does not need to search the entire list of free holes?
 - (A) random fit
 - (B) first fit
 - (C) best fit
 - (D) worst fit
- 8. If it takes 20ns to search the TLB and 120ns to access memory, how long is the effective memory-access time for an 90% hit ratio?
 - (A) 126ns.
 - (B) 142ns
 - (C) 152ns.
 - (D) 162ns
- 9. Which page-replacement algorithm may exhibit Belady's anomaly?
 - (A) FIFO
 - (B) optimal page replacement
 - (C) LRU
 - (D) LFU
- 10. Which allocation method cannot support both sequential and direct accesss?
 - (A) contiguous allocation
 - (B) linked allocation
 - (C) indexed allocation
 - (D) multilevel index
- B. 題目11至題目13為詳答題。(50%)
- 11. (a) Why we need the synchronization mechanism in an operating system? (5%)
 - (b) Define the Dining Philosopher (DP) problem in the operating system. (5%)
 - (c) Solve the DP problem by using the "Monitor" method and give some detail descriptions of the codes. (15%)
- 12. Determine the AWT (Average waiting time) and ATT (Average turnaround time) by using the Preemptive Shortest Job First (P-SJF) scheduling. (15%)





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系所:資工系 科目:作業系統

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13. Describe how to implement an OS with supporting of multitasking? And what is the main overhead and impact of that? (10%)

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