

BCA–03

Basic of OS and PC Software

Bachelor of Computer Application

(BCA–11/16/17)

First Semester, Examination, 2017

Time : 3 Hours

Max. Marks : 80

Note : This paper is of **eighty (80)** marks containing **three (03)** Sections A, B and C. Learners are required to attempt the questions contained in these Sections according to the detailed instructions given therein.

Section–A

(Long Answer Type Questions)

Note : Section ‘A’ contains four (04) long answer type questions of nineteen (19) marks each. Learners are required to answer *two* (02) questions only.

1. What is Operating System ? What is the need of Operating System ?
2. What is the difference between multitasking and real time operating system ? Explain their uses.
3. Why is it expensive to switch between processes ? Is it less expensive to switch between threads ? Justify your answer.

4. Discuss the properties of the following types of operating system :
- (i) Single user
 - (ii) Network
 - (iii) Distributed

Section-B

(Short Answer Type Questions)

Note : Section 'B' contains eight (08) short answer type questions of eight (08) marks each. Learners are required to answer *four* (04) questions only.

1. Write *two* commands of MS-DOS.
2. Explain time sharing operating system.
3. What is window ? Name all type of window version fill date.
4. What is the Role of the File Handling Commands of UNIX ?
5. Write utility commands of UNIX.
6. What are the security issues in design of an operating system ?
7. How to change font style ? How many ways by which we align our comuments.
8. What is Excel Sheet ? And why is it useful ? And also explain Row, Column and Cell.

Section-C

(Objective Type Questions)

Note : Section 'C' contains ten (10) objective type questions of one (01) mark each. All the questions of this Section are compulsory.

1. When a page fault occurs before an executing instruction is complete :
 - (a) the instruction must be restarted

- (b) the instruction must be ignored
 - (c) the instruction must be completed ignoring the page fault
 - (d) None of the mentioned
2. The maximum number of frames per process is defined by :
- (a) the amount of available physical memory
 - (b) operating System
 - (c) instruction set architecture
 - (d) None of the mentioned
3. Which of the following refers to the associative memory ?
- (a) the address of the data is generated by the CPU
 - (b) the address of the data is supplied by the users
 - (c) there is no need for an address i.e. the data is used as an address
 - (d) the data are accessed sequentially
4. A system program that combines the separately compiled modules of a program into a form suitable for execution.
- (a) assembler
 - (b) linking loader
 - (c) cross compiler
 - (d) load and go

5. Addressing structure :
- (a) defines the fundamental method of determining effective operand addresses
 - (b) are variations in the use of fundamental addressing structures, or some associated actions which are related to addressing.
 - (c) performs indicated operations on two fast registers of the machine and leaves the result in one of the registers.
 - (d) All of the above
6. The strategy of allowing processes that are logically runnable to be temporarily suspended is called :
- (a) preemptive scheduling
 - (b) non preemptive scheduling
 - (c) shortest job first
 - (d) first come first served
7. The LRU algorithm :
- (a) pages out pages that have been used recently
 - (b) pages out pages that have not been used recently
 - (c) pages out pages that have been least used recently
 - (d) pages out the first page in a given area
8. Interprocess communication :
- (a) is required for all processes
 - (b) is usually done via disk drives
 - (c) is never necessary
 - (d) allows processes to synchronize activity

9. User-Friendly Systems are :
- (a) required for object-oriented programming
 - (b) easy to develop
 - (c) common among traditional mainframe operating systems
 - (d) becoming more common
10. Which of the following addressing modes, facilitates access to an operand whose location is defined relative to the beginning of the data structure in which it appears ?
- (a) ascending
 - (b) sorting
 - (c) index
 - (d) indirect

