

Test 1 Spring 2002

Test Version 1

Name: **** Answer Key **** _____

Section: _____

Date: _____

1. a (OPSYS-1-5) Every PC has a BIOS , which is stored in _____.
2. c (OPSYS-1-6) Device _____ are programs that take requests from the API via the Kernel and translate them into commands to manipulate specific hardware devices.
3. b (OPSYS-1-6) The operating system _____ is the core of the operating system that coordinates operating system functions, such as control of memory and storage.
4. c (OPSYS-1-6) _____ is software designed to communicate with the application software and with the user.
5. b (OPSYS-1-14) In _____ multitasking, the operating system hands over control to a program, sits back, and waits for the program to hand control back to the operating system.
6. c (OPSYS-1-15) With _____ multitasking, the operating system is in control of the computer at all times.
7. input/output~I/O (OPSYS 1-2) In its lowest form, the operating system takes care of what are known as basic _____ functions, which let other programs easily talk to the computer hardware.
8. application (OPSYS 1-3) In addition to communicating with computer hardware, the operating system communicates with the _____ software running on the machine.
9. ROM (OPSYS 1-5) _____ is a special kind of memory that does not lose its contents when the power is removed from the computer.
10. Linux (OPSYS 1-8) _____ is a popular desktop operating system based on UNIX, and it is also applied in the Internet business as a network operating system to power Web servers, mail servers, and for other multi-user applications.
11. real-time (OPSYS 1-9) Many of the medium-sized computers run a(n) _____ operating system instead of the batch-oriented systems used on mainframes.
12. multitasking (OPSYS 1-14) One of the reasons for giving the operating system so much control over resources is to facilitate _____, a technique that allows a computer to run two or more programs at the same time.
13. preemptive (OPSYS 1-15) Windows 95 and Windows 98 are both _____ multitasking systems.
14. c (OPSYS-2-31) In addition to performing fast operations inside the CPU, the chips must be able to communicate with the other chips in the machine. This is where the _____ clock speed of the CPU comes in.
15. a (OPSYS-2-32) The _____ bus is an internal communications pathway that specifies the source and target address for memory reads and writes.
16. d (OPSYS-2-32) If a CPU wants to get a few numbers out of memory, and its internal clock speed is twice as fast as its external clock speed, it will obviously have to wait on the external clock, which could be very inefficient. To get around this problem, most modern CPUs have _____ memory built into the chip.
17. a (OPSYS-2-32) There is a specialized piece of hardware called the cache _____ that predicts what data will be needed and makes that data available before it is needed.
18. b (OPSYS-2-32) The _____ bus allows computer components such as the CPU, display adapter, and main memory to share information.
19. a (OPSYS-2-39) When you start a machine running DOS, it presents you with a way to communicate with it, known as a(n) _____.
20. a (OPSYS-2-40) A(n) _____ includes the first directory subordinate to the current one, followed by a backslash (, then the next directory in line, and so on.

21. c (OPSYS-2-42) The _____ command enables you to remove a directory.
22. a (OPSYS-2-44) In Windows 3.1, the _____ provides a way to look at directories, the contents of directories, or for that matter to delete or copy files.
23. c (OPSYS-2-49) Much of the easy manipulation of the user interface in Windows 95 is made possible by a new technology called _____.
24. b (OPSYS-2-50) The _____ is a database that stores information about hardware and software configuration.
25. a (OPSYS-2-56) Windows NT uses _____ multitasking.
26. b (OPSYS-2-57) The Windows NT 4.0 Enterprise edition supports the concept of _____ in addition to SMP.
27. d (OPSYS-2-60) All networking functions in UNIX are based on the BSD networking model, which provides support for the _____ networking protocol.
28. RISC (OPSYS 2-28) Two general CPU designs are used in today's computers: CISC and _____.
29. pipelining (OPSYS 2-29) RISC CPUs typically use a technique called _____, which allows the processor to operate on one instruction at the same time it is fetching one or more subsequent instructions from the operating system or application.
30. ticks (OPSYS 2-31) The internal clock speed tells you how many clock pulses, or _____ are available per second.
31. 80386~386 (OPSYS 2-34) The _____ chip was the first in the Intel 80x86 chip family that could perform operations using 32 bits of data at a time.
32. internal~intrinsic (OPSYS 2-39) Commands built into the shell are known as _____ commands.
33. root (OPSYS 2-40) Disk directories are organized in a hierarchical structure, somewhat like a tree, that begins with the first or main directory called the _____.
34. VER (OPSYS 2-40) When you type _____, DOS will respond to you with the name and version of the operating system.
35. DIR (OPSYS 2-40) _____ provides you with a directory listing of all files in the current directory of a disk.
36. peer-to-peer~peer to peer (OPSYS 2-47) The system of networking where every machine can be both a client and a server, with the same possibilities on each machine, is called _____ networking.
37. USB~Universal Serial Bus (OPSYS 2-54) _____ is a relatively high-speed input/output port, and updated standards for multimedia, data storage, and networking.
38. a (OPSYS-3-90) Unicode is a 16-bit code that allots _____ bytes for each character, which allows 65,536 characters to be defined.
39. c (OPSYS-3-98) The UNIX file system uses a concept of information nodes, or _____.
40. b (OPSYS-3-100) Using the _____ command, the UNIX operating system is told to map the root inode of another file system onto the empty directory.
41. file system (OPSYS 3-75) A(n) _____ is a design for storing and managing files on disk media.
42. directory (OPSYS 3-77) The _____ connects names to the files that are stored on the disk, which makes it easy for users and programs to obtain the right data at the right time.
43. partitions (OPSYS 3-78) You can create _____ in one operating system to segment a drive into multiple logical volumes to which you can assign distinct drive letters.
44. file allocation table~FAT (OPSYS 3-79) The DOS/Windows 3.1 file system is called the _____ file system.
45. fdisk (OPSYS 3-80) In MS-DOS, a program called _____ is used to modify partition information.
46. format (OPSYS 3-82) In DOS, the file system is placed on the partition using the _____ command.
47. bad (OPSYS 3-84) Unusable spots will be marked in the FAT as _____ clusters, and these areas will never be used for file storage.
48. DEFRAG (OPSYS 3-87) The DOS utility, _____, is used to rewrite files to disk so that they are all contiguous.
49. CHKDSK (OPSYS 3-87) DOS includes two programs that can be used to verify the correctness of the file system. The first is started with the _____ command, which checks the contents of the directories on the disk, and verifies the consistency of the FAT tables with each other and with the contents of the directory.

50. symbolic (OPSYS 3-101) If you want to link a directory entry to a file that is on a different partition, you need to use a feature known as a(n) _____ link.