

problem. You will lose five points for not writing your name.

1. [5 pt] What makes the code written by you *reentrant*? Can you suggest the points to take care of to write reentrant code?
2. [5 pt] What is the purpose of a processor status word? How does it differ from interrupt vector? What is the name of PSW in Pentium architecture?

3. [15 pt] Assume you have the following jobs to execute with one processor:

Process	Burst time	Arrival time
p_0	5	0
p_1	6	1
p_2	1	3
p_3	9	4
p_4	7	9

Give the average wait time and average turnaround time for each process using the following algorithms. Also compute the percentage of time when the system is busy with user processes.

(a) First in first out

(b) Shortest job next (decision to be made when a process is finished)

(c) Shortest remaining time next

(d) Round robin, with a quantum of 3

(e) Round robin, with a quantum of 3 plus context switch time of 1

4. [12 pt] Assume a system with four resource types, $C = \langle 4, 8, 4, 8 \rangle$ (this is the total number of resources in the system, and not what is currently available), and the maximum claim table shown below.

Process	R_0	R_1	R_2	R_3
p_0	2	4	2	3
p_1	4	4	1	2
p_2	1	8	1	8
p_3	2	3	1	6
p_4	1	4	1	3

The resource allocator is considering allocating resources according to the following table:

Process	R_0	R_1	R_2	R_3
p_0	1	2	0	1
p_1	1	0	1	2
p_2	0	1	0	1
p_3	1	1	1	0
p_4	1	3	1	1

- Draw a process resource graph to show the state of the system described above.
- Run the safety algorithm on this system to determine if this state is safe.

5. [10 pt] You have a memory of 32 frames, with each frame being 2K bytes. Current free-frame list (in order) is: 0, 5, 26, 25, 1, 8, 2, 29, 3, 23, and 21. You just scheduled a process that requires 8 frames for execution. Can you allocate the frames to this process? Show the resulting page table, free frame list, and how the pages are allocated into frames by drawing a picture. Show the translation of logical addresses 0X0621 and 0X1929 into physical addresses using your page table.