

**Question Bank**

- 5.1 What are the main issues in IO management? Explain the differences in IO for human interaction as opposed to devices that communicate on-line.
- 5.2 Explain clearly how the devices are attached to the CPU and main memory through a bus and controllers.
- 5.3 What are the different modes of Interrupt? How is polling achieved?
- 5.4 What is the difference between polling of devices and programmed mode of I/O?
- 5.5 Explain the difference between an internal interrupt and a software interrupt.
- 5.6 Explain how interrupt is handled in Linux implemented using 8086 family of processors.
- 5.7 How is the interrupt enabled and detected?
- 5.8 What is an interrupt vector? How is the interrupt service obtained with vectored interrupt?
- 5.9 How is the DMA set up?
- 5.10 What is a device driver? Give a schematic explaining how a device driver helps establish device communication.
- 5.11 Explain the concept of buffering? How is the double buffering scheme organized?
- 5.12 Explain the concepts of spooling.
- 5.13 How is the information organized along sectors on a disk? What is a cylinder?
- 5.14 Explain different forms of latencies in a disk using diagrams.
- 5.15 What is disk scheduling?
- 5.16 Explain the difference between shortest seek first and the elevator algorithm for disk scheduling.
- 5.17 Which policy would you recommend for scheduling to retrieve information from a disc.
- 5.18 Give constructional feature of a disk. Explain rotational delay.
- 5.19 What should be the considerations in determining the buffer sizes?
- 5.20 What is a system call? How does Kernel help resolve system calls?