

Question Bank

- 8.1 From point of view of requirements, how is a real-time operating system different from general purpose operating system?
- 8.2 What is a hard real-time system and how can we differentiate it from a soft real-time system?
- 8.3 How does a device driver in a RTOS differ from the usual?
- 8.4 What is a micro-kernel?
- 8.5 What is an embedded system? Give at least two examples of embedded systems.
- 8.6 Describe the general strategy to define priority structure in a RTOS.
- 8.7 How does one determine “schedulability” in RTOS? In which context it is required?
- 8.8 Describe the following policies.
 - a Earliest deadline first
 - b Least laxity first
- 8.9 What is rate monotonic scheduling? When is its use recommended?
- 8.10 Define the essential properties of the following types of operating systems.
 - a Real time
 - b Hand held
 - c Main frame
 - d Tightly coupled system
- 8.11 What is priority inversion? How does it manifest itself in practice?
- 8.12 How can one resolve the problem of priority inversion?
- 8.13 Explain what are all the steps that need to be taken once an interrupt occurs in embedded system architecture.