Windows Programing Job Interview Questions And Answers



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Windows Programing Interview Questions And Answers Guide.

Question - 1:

Explain CPU Scheduler?

Ans:

* Selects from among the processes in memory that are ready to execute, and allocates the CPU to one of them.

* CPU scheduling decisions may take place when a process:

1.Switches from running to waiting state.

2.Switches from running to ready state.

3.Switches from waiting to ready.

4.Terminates.

* Scheduling under 1 and 4 is nonpreemptive.

* All other scheduling is preemptive.

View All Answers

Question - 2:

Explain LDAP?

Ans:

LDAP, Lightweight Directory Access Protocol, is an Internet protocol that email and other programs use to look up information from a server. View All Answers

Question - 3:

Explain INODE?

Ans:

INODE is a pointer to a block on the disk and it is unique. Inode is an unique number. Inode holds metadata of files. View All Answers

Question - 4:

Explain a Real-Time System?

Ans:

A real time process is a process that must respond to the events within a certain time period. A real time operating system is an operating system that can run real time processes successfully

View All Answers

Question - 5:

Explain How owns the Kernel Object?

Ans:

Kernel objects are owned by the kernel, not by a process View All Answers

Question - 6:

example of microkernel?

Ans:

* Amoeba * WinNT



* Minix

View All Answers

Question - 7:

What is difference between a computer process and thread?

Ans:

A single process can have multiple threads that share global data and address space with other threads running in the same process, and therefore can operate on the same data set easily. Processes do not share address space and a different mechanism must be used if they are to share data.

If we consider running a word processing program to be a process, then the auto-save and spell check features that occur in the background are different threads of that process which are all operating on the same data set (your document). process:

In computing, a process is an instance of a computer program that is being sequentially executed[1] by a computer system that has the ability to run several computer programs concurrently.

Thread:

A single process may contain several executable programs (threads) that work together as a coherent whole. One thread might, for example, handle error signals, another might send a message about the error to the user, while a third thread is executing the actual task of the ...

View All Answers

Question - 8:

can User access these kernel objects structures?

Ans:

Kernel object data structures are accessible only by the kernel.

View All Answers

Question - 9:

Explain the limit on per process for creating a thread?

Ans:

The number of threads a process can create is limited by the available virtual memory and depends on the default stack size

View All Answers

Question - 10:

How to create a Mutex?

Ans:

A thread uses the CreateMutex function to create a mutex object. The creating thread can request immediate ownership of the mutex object and can also specify a name for the mutex object

View All Answers

Question - 11:

Explain How do other threads own the mutex?

Ans:

Threads in other processes can open a handle to an existing named mutex object by specifying its name in a call to the OpenMutex - function. Any thread with a handle to a mutex object can use one of the wait functions to request ownership of the mutex object. If the mutex object is owned by another thread, the wait function blocks the requesting thread until the owning thread releases the mutex object using the Release Mutex - function.

View All Answers

Question - 12:

Explain What are the main difference between Micro-Controller and Micro- Processor?

Ans:

A microcontroller is by definition a is a computer on a chip. It includes all the necessary parts (including the memory) all in one IC. You just need to apply the power (and possibly clock signal) to that device and it starts executing the program programmed to it. A microcontroller generally has the main CPU core, ROM/EPROM/EEPROM/FLASH, RAM and some necessary functions (like timers and I/O controllers) all integrated into one chip. The original idea behind the microcontroller was to limit the capabilities of the CPU itself, allowing a complete computer (memory, I/O, interrupts, etc) to fit on the available silicon real estate. Microcontrollers are typically used where processing power isn't so important. More important are generally compact construction, small size, low power consumption and that those chips are cheap. For example controlling a microwave oven is easily accomplished with the smallest of microcontrollers. There is countless number of small

electronic devices which are nowadays based on microcontroller. A modern home can include easily tens or hundreds of microcontrollers, as almost every modern device which has electronics have a microcontroller (or more than one) inside.

Microprocessor is generally just the CPU core itself, although nowadays it might have some accessory parts also integrated to the same chip

View All Answers

Question - 13:

What is Difference between RAM and ROM?

Ans:

Semiconductor memories are of two types: RAM (random access memory) and ROM (read only memory). RAM is a read/write memory. Information can be written into and read from a RAM. It is volatile memory. It stores information so long as power supply is on.



ROM is permanent type memory. Its contents are not lost when power supply goes off. the user cannot write into a ROM. Its contents are decided by the manufacturer and written at the time of manufacture. Programmable ROMs are also available. They are called PROMs.

View All Answers

Question - 14:

Explain Context Switch?

Ans:

Switching the CPU to another process requires saving the state of the old process and loading the saved state for the new process. This task is known as a context switch. Context-switch time is pure overhead, because the system does no useful work while switching. Its speed varies from machine to machine, depending on the memory

speed, the number of registers which must be copied, the existed of special instructions(such as a single instruction to load or store all registers). View All Answers

Question - 15:

Explain Difference between Primary storage and secondary storage?

Ans:

Main memory: only large storage media that the CPU can access directly. Secondary storage: extension of main memory that provides large nonvolatile storage capacity. View All Answers

Question - 16:

Explain Dispatcher?

Ans:

Dispatcher module gives control of the CPU to the process selected by the short-term scheduler; this involves:

Switching context

Switching to user mode Jumping to the proper location in the user program to restart that program

Dispatch latency ? time it takes for the dispatcher to stop one process and start another running.

View All Answers

Question - 17:

Explain What is the need of process relative handles?

Ans:

The most important reason was robustness. If kernel object handles were system-wide values, one process could easily obtain the handle to an object that another process was using and wreak havoc on that process. Another reason for process-relative handles is security. Kernel objects are protected with security, and a process must request permission to manipulate an object before attempting to manipulate it. The creator of the object can prevent an unauthorized user from touching the object simply by denying access to it

View All Answers

Question - 18:

Explain What are types of kernel objects?

Ans:

Several types of kernel objects, such as access token objects, event objects, file objects, file-mapping objects, I/O completion port objects, job objects, mailslot objects, mutex objects, pipe objects, process objects, semaphore objects, thread objects, and waitable timer objects. View All Answers

Question - 19:

Explain the state of the processor, when a process is waiting for some event to occur?

Ans:

Waiting state

View All Answers

Question - 20:

Explain the cause of thrashing? How does the system detect thrashing? Once it detects thrashing, what can the system do to eliminate this problem?

Ans:

Thrashing is caused by under allocation of the minimum number of pages required by a process, forcing it to continuously page fault. The system can detect thrashing by evaluating the level of CPU utilization as compared to the level of multiprogramming. It can be eliminated by reducing the level of multiprogramming. View All Answers

Question - 21:

Explain What are the difference phases of software development or software life cycle?

Ans:



Specification of the task Design of algorithms Implementation (coding) Testing and debugging Maintenance and evolution of the system Obsolescence

View All Answers

Question - 22:

What is Distributed Systems?

Ans:

Distribute the computation among several physical processors.

Loosely coupled system each processor has its own local memory; processors communicate with one another through various communications lines, such as high-speed

- buses or telephone lines Advantages of distributed systems:
- * Resources Sharing
- * Computation speed up load sharing
- * Reliability
 * Communications

View All Answers

Question - 23:

Explain tombstone lifetime attribute?

Ans:

The number of days before a deleted object is removed from the directory services. This assists in removing objects from replicated servers and preventing restores from reintroducing a deleted object. This value is in the Directory Service object in the configuration NIC by default 2000 (60 days)

View All Answers

Question - 24:

Explain Synchronization Objects?

Ans:

Synchronization object s are use to co-ordinate the execution of multiple threads. Which kernel objects are use for Thread Synchronization on different processes? - Event, Mutex, Semaphore

View All Answers

Question - 25:

Differentiate between the Compiler and Interpreter?

Ans:

An interpreter reads one instruction at a time and carries out the actions implied by that instruction. It does not perform any translation. But a compiler translates the entire instructions.

View All Answers

Question - 26:

Explain What are the GPC and the GPT? Where can we find them?

Ans:

GPOs store group policy settings in two locations: a Group Policy container (GPC) (preferred) and a Group Policy template (GPT). The GPC is an Active Directory object that stores version information, status information, and other policy information (for example, application objects).

The GPT is used for file-based data and stores software policy, script, and deployment information. The GPT is located on the system volume folder of the domain controller. A GPO can be associated with one or more Active Directory containers, such as a site, domain, or organizational unit. Multiple containers can be associated with the same GPO, and a single container can have more than one associated GPO.

View All Answers

Question - 27:

How to Backup Active Directory?

Ans:

Backing up Active Directory is essential to maintain an Active Directory database. You can back up Active Directory by using the Graphical User Interface (GUI) and command-line tools that the Windows Server 2003 family provides.

You frequently backup the system state data on domain controllers so that you can restore the most current data. By establishing a regular backup schedule, you have a better chance of recovering data when necessary.

To ensure a good backup includes at least the system state data and contents of the system disk, you must be aware of the tombstone lifetime. By default, the tombstone is 60 days. Any backup older than 60 days is not a good backup. Plan to backup at least two domain controllers in each domain, one of at least one backup to enable an authoritative restore of the data when necessary.

View All Answers

Question - 28:



Explain What is multi tasking, multi programming, multi threading?

Ans:

Multi programming:

Multiprogramming is the technique of running several programs at a time using timesharing.

It allows a computer to do several things at the same time. Multiprogramming creates logical parallelism.

The concept of multiprogramming is that the operating system keeps several jobs in memory simultaneously. The operating system selects a job from the job pool and starts executing a job, when that job needs to wait for any i/o operations the CPU is switched to another job. So the main idea here is that the CPU is never idle. Multi tasking:

Multitasking is the logical extension of multiprogramming .The concept of multitasking is quite similar to multiprogramming but difference is that the switching between jobs occurs so frequently that the users can interact with each program while it is running. This concept is also known as time-sharing systems. A time-shared operating system uses CPU scheduling and multiprogramming to provide each user with a small portion of time-shared system. Multi threading:

An application typically is implemented as a separate process with several threads of control. In some situations a single application may be required to perform several similar tasks for example a web server accepts client requests for web pages, images, sound, and so forth.

View All Answers

Question - 29:

Explain What is the purpose of Process Handle Table?

Ans:

When a process is initialized, the system allocates a handle table for it. This handle table is used only for kernel objects, not for User objects or GDI objects. When a process first initializes, its handle table is empty. Then when a thread in the process calls a function that creates a kernel object, such as CreateFileMapping, the kernel allocates a block of memory for the object and initializes it; the kernel then scans the process?s handle table for an empty entry

View All Answers

Question - 30:

Explain What are GPO links? What special things can I do to them?

Ans:

To apply the settings of a GPO to the users and computers of a domain, site, or OU, you need to add a link to that GPO. You can add one or more GPO links to each domain, site, or OU by using GPMC. Keep in mind that creating and linking GPOs is a sensitive privilege that should be delegated only to administrators who are trusted and understand Group Policy.

View All Answers

Question - 31:

Explain Difference between Logical and Physical Address Space?

Ans:

The concept of a logical address space that is bound to a separate physical address space is central to proper memory management.

Logical address generated by the CPU; also referred to as virtual address.

Physical address address seen by the memory unit.

Logical and physical addresses are the same in compile-time and load-time address-binding schemes; logical (virtual) and physical addresses differ in execution-time address-binding scheme

View All Answers

Question - 32:

Explain How does the kernel object outlive the process that created it?

Ans:

If your process calls a function that creates a kernel object and then your process terminates, the kernel object is not necessarily destroyed. Under most circumstances, the object will be destroyed; but if another process is using the kernel object your process created, the kernel knows not to destroy the object until the other process has stopped using it

View All Answers

Question - 33:

What is Binding of Instructions and Data to Memory?

Ans:

Address binding of instructions and data to memory addresses can happen at three different stages

Compile time: If memory location known a priori, absolute code can be generated; must recompile code if starting location changes.

Load time: Must generate relocatable code if memory location is not known at compile time.

Execution time: Binding delayed until run time if the process can be moved during its execution from one memory segment to another. Need hardware support for address maps (e.g., base and limit registers).

Multistep Processing of a User Program

View All Answers

Question - 34:

What is Segmentation with paging?

Ans:

Segments can be of different lengths, so it is harder to find a place for a segment in memory than a page. With segmented virtual memory, we get the benefits of virtual memory but we still have to do dynamic storage allocation of physical memory. In order to avoid this, it is possible to combine segmentation and paging into a two-level

virtual memory system. Each segment descriptor points to page table for that segment. This give some of the advantages of paging (easy placement) with some of the



advantages of segments (logical division of the program).

View All Answers

Question - 35:

Explain the important aspect of a real-time system or Mission Critical Systems?

Ans:

A real time operating system has well defined fixed time constraints. Process must be done within the defined constraints or the system will fail. An example is the operating system for a flight control computer or an advanced jet airplane. Often used as a control device in a dedicated application such as controlling scientific experiments, medical imaging systems, industrial control systems, and some display systems. Real-Time systems may be either hard or soft real-time. Hard real-time:

Secondary storage limited or absent, data stored in short term memory, or read-only memory (ROM) Conflicts with time-sharing systems, not supported by general-purpose operating systems.

Soft real-time:

* Limited utility in industrial control of robotics

* Useful in applications (multimedia, virtual reality) requiring advanced operating-system features.

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