

SDK Job Interview Questions And Answers



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SDK Interview Questions And Answers Guide.

Question - 1:

What is the ways to infect the system by virus?

Ans:

- 1.PEN DRIVES AND INTERNET
- 2.installing 3rd party softwaes
- 3.crack,patch,keygen
- 4.connecting in a lan where other computer's in that network may contain viruses.

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Question - 2:

What is busy waiting?

Ans:

If two or more processes requests for a common resource and which one does not find the resource is considered as Waiting and the one occupied the resource is called as Busy.

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Question - 3:

If system does not boot What are the files missing? And how to troubleshoot the problem without reinstalling OS?

Ans:

NTLDR File may corrupt or deleted.
it is resolved by copying perticular file from bootable cd from the foldet(I386) to the windoe's installed path(mostly c:).

OR

By repairing by recover operation .

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Question - 4:

Tell me What are the hardware problem you face regularly in your organization?

Ans:

Its depends What are the device you have in your organisation.
Say for example if you have AD and Mail server and firewall.

The problem you may face more account locked if you have account lock policy, the account lock may cause mail access issues. And if you have firewall on your network the admin is restricting all unwanted traffic and etc then each folder access from one pc to other you may request him to allow.

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Question - 5:

What is the difference between NTFS & FAT File systems?

Ans:

NTFS stands for new technology file system or network technology file system. In NTSF partition size can be of 2 TB or more. and file size can be 16 TB. file/folder encryption is done. and it supports file name character upto 255.

FAT32 stands for File allocation table. in FAT32 partition size can be Upto 2 TB. and file size can be 4 GB. file/folder encryption is not possible in FAT32. and it



supports file name character upto 8.3.

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Question - 6:

What basically a system call is?

Ans:

User programs communicate with an OS and request services from it by system call. The purpose of system call is to request the OS to perform some task. Every system call has a library procedure that a user program calls....

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Question - 7:

Where is the system time stored? In processor or in separate timer IC for that?

Ans:

System time is stored in separate timer IC.

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Question - 8:

What is the operating system of Mac?

Ans:

Macintosh, followed by Tiger and now its Leopard.

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Question - 9:

List reasons why a mode switch between threads may be cheaper than a mode switch between processes?

Ans:

1. Reason - The control blocks for processes are larger than for threads (hold more state information), so the amount of information to move during thread switching is less than for process context switching.
2. Reason - The major reason is that memory management is much simpler for threads than for processes. Threads share their memory so during mode switching, memory information does not have to be exchanged/changed, pages and page tables do not have to be switched, etc. This makes the thread context switch much cheaper than for processes. In case of processes, the memory pieces (pages) need to be exchanged, etc. (Will talk about the details in a few weeks).
3. Reason - Threads do not have to worry about accounting, etc., so do not have to fill out all the information about accounting and other process-specific information in their thread control block, so keeping the thread control block consistent is much faster.
4. Reason - Threads share files, so when mode switch happens in threads, this information stays the same and threads do not have to worry about it (similar to accounting information) and that makes the mode switch much faster.

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Question - 10:

What is the difference among deadlock avoidance, detection and prevention?

Ans:

Prevention:

- The goal is to ensure that at least one of the necessary conditions for deadlock can never hold.
- Deadlock prevention is often impossible to implement.
- The system does not require additional a priori information regarding the overall potential use of each resource for each process.
- In order for the system to prevent the deadlock condition, it does not need to know all the details of all resources in existence, available and requested.
- Deadlock prevention techniques include non-blocking synchronization algorithms, serializing tokens, Dijkstra's algorithm, etc.
- Resource allocation strategy for deadlock prevention is conservative; it under-commits the resources.
- All resources are requested at once.



- In some cases preempts more than often necessary.
- Avoidance:
- The goal for deadlock avoidance is to the system must not enter an unsafe state.
 - Deadlock avoidance is often impossible to implement.
 - The system requires additional apriori information regarding the overall potential use of each resource for each process.
 - In order for the system to be able to figure out whether the next state will be safe or unsafe, it must know in advance at any time the number and type of all resources in existence, available, and requested.
 - Deadlock avoidance techniques include Banker's algorithm, Wait/Die, Wound/Wait etc.
 - Resource allocation strategy for deadlock avoidance selects midway between that of detection and prevention.
 - Needs to be manipulated until atleast one safe path is found.
 - There is no preemption.
- Detection:
- The goal is to detect the deadlock after it occurs or before it occurs.
 - Detecting the possibility of a deadlock before it occurs is much more difficult and is, in fact, generally undecidable. However, in specific environments, using specific means of locking resources, deadlock detection may be decidable.
 - The system doesnot requires additional apriori information regarding the overall potential use of each resource for each process in all cases.
 - In order for the system to detect the deadlock condition it does not need to know all the details of all resources in existence, available and requested.
 - A deadlock detection technique includes, but is not limited to, Model checking. This approach constructs a Finite State-model on which it performs a progress analysis and finds all possible terminal sets in the model.
 - Resource allocation strategy for deadlock detection is very liberal. Resources are granted as requested.
 - Needs to be invoked periodically to test for deadlock.
 - Preemption is seen.

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Question - 11:

Explain the reasons for implementing process migration?
How is the process address space handled during process migration?

Ans:

To move the process from one node to another node

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Question - 12:

Write short note on Dynamic memory allocation algorithm?

Ans:

dynamic memory allocation is the allocation of memory storage for use in a computer program during the runtime of that program. It can be seen also as a way of distributing ownership of limited memory resources among many pieces of data and code.

Dynamically allocated memory exists until it is released either explicitly by the programmer or by the garbage collector. This is in contrast to automatic and static memory allocation, which have a fixed duration. It is said that an object so allocated has a dynamic lifetime.

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Question - 13:

What is difference between fat & ntfs?

Ans:

NTFS

- 1) allows access local to w2k,w2k3,XP,win NT4 with SP4 & later may get access for some file.
- 2) Maximum size of partition is 2 Terabytes & more.
- 3) Maximum File size is up to 16TB.



4) File & folder Encryption is possible only in NTFS.

FAT 32

1) Fat 32 Allows access to win 95,98,win millenium,win2k,xp on local partition.

2) Maximum size of partition is up to 2 TB.

3) Maximum File size is up to 4 GB.

4) File & folder Encryption is not possible

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Question - 14:

Which file system allow as much fragmentation FAT32 or NTFS?

Ans:

NTFS allows much Fragmentation,while compared to FAT32

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Question - 15:

What has triggered the need for multitasking in PCs?

Ans:

NTFS

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Question - 16:

If You do not have cd drive then how will u format c drive?

Ans:

If your computer has the option in bios to boot from a USB device then either use an External CD drive or an external floppy drive. In the case of External floppy drive, the best one i have found is an IBM unit. Comes in handy when you need to load up SCSI drivers on server with no fdd.

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Question - 17:

Tell me why register are stored the only binary data?

Ans:

Register are electromechanical device it has the capacity to store only 8 bits.Each have eight location. Each location store one bit either 0 or 1. There are 7 general purpose registers Accumulator,B,C,D,E,H,L. We can also store 16 bits with register pairs BC,DE,HL.

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