



# ST. LAWRENCE HIGH SCHOOL

A Jesuit Christian Minority Institution



## WORKSHEET - 16

### Topic – Spooling, Buffering and Virtual Memory

Subject: COMPUTER SCIENCE

Class - 11

F.M:15

Chapter: Software and Languages

Date: 20/07/2020

### Choose the correct answer for each question:

[15 X 1 = 15]

1. Full form of SPOOL:
  - a. Simultaneous Parts Operation On-line
  - b. Simultaneous Peripheral Operation On-line
  - c. Simultaneous Peripheral Operation Off-line
  - d. Simultaneous Peripheral Output On-line
2. \_\_\_\_\_ uses limited area in main memory.
  - a. Spooling
  - b. Buffering
  - c. Both (a) and (b)
  - d. None of these
3. \_\_\_\_\_ considers disk as a huge spool or buffer.
  - a. Spooling
  - b. Buffering
  - c. Both (a) and (b)
  - d. None of these
4. Spooling is \_\_\_\_\_ efficient than buffering.
  - a. More
  - b. Less
  - c. Same
  - d. Cannot be determined
5. Spooling requires \_\_\_\_\_ resource management as compare to buffering as different resources manages the process for specific jobs.
  - a. More
  - b. Less
  - c. Same
  - d. Cannot be determined
6. Swap space exists in \_\_\_\_\_.
  - a) primary memory
  - b) secondary memory
  - c) cpu
  - d) none of the mentioned
7. Separation of user logical memory and physical memory is \_\_\_\_\_.
  - a) Memory control
  - b) Memory management
  - c) Memory sharing
  - d) Virtual memory

8. \_\_\_\_\_ can handle the input/output of one job along with the computation of another job at the same time.
- Spooling
  - Buffering
  - Both (a) and (b)
  - None of these
9. Because of virtual memory, the memory can be shared among \_\_\_\_\_
- processes
  - threads
  - instructions
  - none of the mentioned
10. \_\_\_\_\_ overlaps the input and output of one job with the computation of the same job.
- Spooling
  - Buffering
  - Both (a) and (b)
  - None of these
11. With the help of \_\_\_\_\_ Input/output subsystems can improve the performance and efficiency of the computer by using a memory space in the main memory.
- Spooling
  - Buffering
  - Both (a) and (b)
  - None of these
12. \_\_\_\_\_ is a storage allocation scheme in which secondary memory can be addressed as though it were part of main memory.
- Virtual Memory
  - Temporary RAM
  - Permanent
  - None of these
13. Virtual Memory is a technique that is implemented using:
- Software
  - Hardware
  - Both (A) and (B)
  - None of these
14. \_\_\_\_\_ maps memory addresses used by a program, called virtual addresses.
- Virtual Memory
  - Temporary RAM
  - Permanent
  - None of these
15. Spool puts data into a \_\_\_\_\_ working area so it can be accessed and processed by another program or resource.
- Temporary
  - Permanent
  - Virtual
  - None of those