ST. LAWRENCE HIGH SCHOOL

A Jesuit Christian Minority Institution

FOR GOD AND COUNTRY

WORKSHEET - 16 (ANSWER KEY)

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.
    a. <u>Spooling</u>
    b. Buffering
    c. Both (a) and (b)
    d. None of these
9. Because of virtual memory, the memory can be shared among _____
    a) **<u>processes</u>**
    b) threads
    c) instructions
    d) none of the mentioned
10. **_____** overlaps the input and output of one job with the computation of the same job.
    a. Spooling
    b. <u>Buffering</u>
    c. Both (a) and (b)
    d. 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.
    a. Spooling
    b. Buffering
    c. <u>Both (a) and (b)</u>
    d. None of these
12. **_____** is a storage allocation scheme in which secondary memory can be addressed as though it were part of main memory.
    a. <u>Virtual Memory</u>
    b. Temporary RAM
    c. Permanent
    d. None of these
13. Virtual Memory is a technique that is implemented using:
    a. Software
    b. Hardware
    c. <u>Both (A) and (B)</u>
    d. None of these
14. **_____**maps memory addresses used by a program, called virtual addresses.
    a. <u>Virtual Memory</u>
    b. Temporary RAM
    c. Permanent
    d. None of these
15. Spool puts data into a _____ working area so it can be accessed and processed by another program or resource.
    a. <u>Temporary</u>
    b. Permanent
    c. Virtual
    d. None of those

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