## OS 2021 Problem Sheet #6

## Problem 6.1: scheduling strategies

(4+2=6 points)

Module: CO-562

Date: 2021-10-14

Due: 2021-10-21

A computer system with a single CPU has to execute six processes  $A, \dots, F$ . The arrival times and the execution times of the processes are given by the following table.

process	arrival time	execution time	
A	0	9	
B	4	8	
C	6	2	
D	8	5	
E	13	4	
F	15	1	

- a) Draw the schedule for the scheduling strategies first-come first-served (FCFS), shortest processing time first (SPTF), longest processing time first (LPTF), and round robin (RR) with a time slice of 1 time unit. Assume that arrivals happen before a scheduling point and that new processes are added at the end of the run queue.
- b) For each schedule, calculate the average turnaround time  $\bar{t}$  and the average waiting time  $\bar{w}$ .

## Problem 6.2: linking

(2+1+1 = 4 points)

The following C source files are compiled separately into object files and afterwards linked with other object files into an executable.

```
/* a.c */
                                          /* b.c */
#include <stdio.h>
                                          #include <stdio.h>
                                          extern void g();
extern int x;
int y;
                                          int x = 1;
static void f()
                                          static double y = 1;
                                          static char z = 'A';
    static char z = 'Z';
                                          void f()
    puts("a.c: f()");
}
                                          {
                                              puts("b.c: f()");
void g()
                                              g();
    puts("a.c: g()");
    f();
}
```

- a) Which symbols defined in the files a.c and b.c are
  - · internally defined symbols not accessible outside of the object file,
  - references to externally defined symbols that must be resolved by the linker,
  - · weak linkable symbols defined in the object file, or
  - · strong linkable symbols defined in the object file?

Mark the corresponding cell in the following table (we ignore the puts symbol).

file	symbol	internal unlinkable symbol	reference of external symbol	weak linkable symbol	strong linkable symbol
a.c	Χ				
a.c	у				
a.c	Z				
a.c	f				
a.c	g				
b.c	Х				
b.c	у				
b.c	Z				
b.c	f				
b.c	g				

b) What will be printed to the standard output by the following main() function? Explain.

```
/* main.c */
extern void f();
int main()
{
    f();
    return 0;
}
```

c) What is name mangling and why do programming languages like C++ use name mangling? Why do I sometimes need to use extern "C" {} in C++ header files?