**Question Bank**

8.1 From point of view of requirements, how is a real-time operating system different from general purpose operating system?

8.2 What is a hard real-time system and how can we differentiate it from a soft real-time system?

8.3 How does a device drive in a RTOS differ from the usual?

8.4 What is a micro-kernel?

8.5 What is an embedded system? Give at least two examples of embedded systems.

8.6 Describe the general strategy to define priority structure in a RTOS.

8.7 How does one determine “schedulability” in RTOS? In which context it is required?

8.8 Describe the following policies.
   a. Earliest deadline first
   b. Least laxity first

8.9 What is rate monotonic scheduling? When is its use recommended?

8.10 Define the essential properties of the following types of operating systems.
   a. Real time
   b. Hand held
   c. Main frame
   d. Tightly coupled system

8.11 What is priority inversion? How does it manifest itself in practice?

8.12 How can one resolve the problem of priority inversion?

8.13 Explain what are all the steps that need to be taken once an interrupt occurs in embedded system architecture.