

Q3 \* Deadlock → Deadlock in Computer science, deadlock refers to a specific condition when two or more processes are each waiting for one another to release a resource or more that two processes are waiting for resources in a circular chain.

\* Strategies for handling deadlock

- Deadlock Ignorance, → Deadlock ignorance is the most widely used approach among all the mechanisms.
- Deadlock prevention → Deadlock happens only when mutual exclusion, hold & wait, no preemption, circular wait holds simultaneously.
- Deadlock avoidance
- Deadlock detection & recovery

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Disk structure → It is divided into  
TRACKS, CYLINDERS and

SECTORS

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Hard disk drive are organised as a  
concentric stack of disk or platters.

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Each platter has two surfaces

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64 sectors in one cluster group of  
sector used by c.s.