Two marks

1. What is a thread?
2. What are the benefits of multithreaded programming?
3. Compare user threads and kernel threads.
4. What is the use of fork and exec system calls?
5. Define thread cancellation & target thread.
6. What are the different ways in which a thread can be cancelled?

PART – B (16 MARKS)

1. Give an overview about threads.
1. Explain in detail about the threading issues. Or Illustrate about the threading concepts and their issues with suitable example.