1. There are several design goals in building an operating system, for example, resource utilization, timeliness, robustness, fairness, real-time, and so on. Give an example of two design goals that may contradict one another.

2. Which of the following instructions should be allowed only in kernel mode?
   a. Disable all interrupts
   b. Read the time-of-day clock
   c. Set the time-of-day clock
   d. Change the memory map

3. Why is the process table needed in a timesharing system? Is it also needed in a personal computer system in which only one process exists, that process taking over the entire machine until it is finished?

4. To a programmer, a system call looks like any other call to a library procedure. Is it important that a programmer know which library procedures result in system calls? Under what circumstances and why?