1. (15) A scheme under which an I/O device communicates with memory without the intervention of the CPU is called _____________.

2. (15) Consider the example in Section 6.11. Fill in the blanks: By using a macro instead of a subroutine, we made the program ________________ by the amount of ________________ bytes, and we made its run time ________________. (The first blank must be filled in by larger or smaller, the second by a number, and the third by faster or slower.)

3. Answer either HW (“hardware”) or SW (“software”) concerning what entity performs each of the following tasks:

   (a) (10) Saving c(EBX) within a device driver.
   (b) (10) Setting c(IDT).
   (c) (10) Setting c(c(IDT)+8).
   (d) (15) Saving the “bread crumbs” when an interrupt is detected.
   (e) (10) Acknowledging an interrupt.
   (f) (15) Evicting a cache block.

Solutions:
1. DMA
2. larger; 6; faster
3. SW; SW; SW; HW; HW; HW