

Operating
System -

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Operating system :-

operating system concept :-

→ An operating system (OS) is software that manage and handle the hardware and software resource of a computer system. It interaction between user of computer and computer hardware. An operating system is responsible for managing and controlling all activities and sharing of computer resource. An operating system is a low-level software that include all basic

→ The purpose of an operating system is to provide an environment in which a user can execute program conveniently and efficiently.

→ An operating system is concerned with the allocation of resource and service such as memory, processor, device and information.

Characteristic of operating system :-

• Device management :- The operating system keep track of all device. so, it al

Operating System -

1.1

Concept of

→ An operating system (OS) is system software that manage computer hardware and software resource and provide common service for computer program.

→ It acts as an intermediary between user and the computer hardware making it easier to execute program and manage resource

Operating system?

→ A program that acts as an intermediary between a user of a computer and computer hardware.

→ A operating system is a collection of system program that together control the operations of computer system.

Example of OS: UNIX, Mach, MS-DOS
MS-WINDOW, CHICAGO
MACOS, VMS, VM

Goals of OS?

- Execute user program and make solving user problem easier.
- Make the computer system convenient to use
- Use the computer hardware in an efficient manner.

Component of OS ?

- 1. Kernel
- 2. Shell

Kernel - The core component of OS, responsible for managaging system resource

- The one program running at all time
- Kernel is an active part of an OS, it's the part of OS running at all time
- It program which can intract with the hardware

Ex:- device driver, dll files
system files

Shell - is called as a Command Interpreter It is a set of program used to intract with the application program.

- It is responsible for execution of instructions given to OS (called Command)

System software

Device driver :- specialized software that allow the operation system to communicate with hardware component like printer, graphic cards

Utilities :- System utilities are tool that perform maintain task or provide additional functionality

Ex:- disk cleanup, antivirus program

Firmware :- Low-level software that is embedded into hardware component. It provide control monitoring, data manipulation.

1.2

Function of OS:

Program management :-

Process management :- A process is a program in execution. A process needs certain resource, including cpu time, memory file, and I/O devices, to accomplish task.

- Process creation and deletion
- Process suspension and resumption
- Provision of Mechanisms for:
 - process synchronization
 - process communication

Memory management :-

→ Memory is large array of words or bytes, each with its own address. It is a repository of quickly accessible data shared by cpu and I/O devices.

- keep track of which part of memory are currently being used and by whom
- decide which process to load when memory space become available

File management :-

→ A file is a collection of related relation information defined by its creator. Commonly, file represent program and data.

The operating system is responsible for the following activities in connection with file management

- File creation and deletion
- Directory creation and deletion
- Support of primitive for manupulation file and directories.
- Mapping files onto secondary storage.

Device management :-

→ Facilitates communication b/w the OS and hardware device through drivers.

- Device allocation and deallocation.
→ Manage the allocation of device to process ensuring that resource are use efficiently and released when no longer need.

Security and protection :-

User Authentication - Verifies the identity of user trying to access the system ensuring that only authorized users can access system resource.

→ Protection refer to a mechanism for controlling access by program, process or user to both system and user resource.

- distinguish b/w authorized and unauthorized users.

1.3

View of OS:

User view:- From the user's point, the OS is designed for one to monopolize its resource to maximize the work that user is performing and for ease to use

System view:- From the computer point of view, an operating system is a control program that manage the execution to use program to prevent errors and improper use of the computer. It is concerned with the operations and control of I/O devices.

1.4

Types of operating system: their characteristics / Evolution of OS:-

Batch operating system:-

→ This type of OS accept ~~more than~~ one job and these job are batched/grouped together according to their similar requirement. This is done by computer operator. Whenever the computer become available the batched job are sent for execution and gradually the output is sent back to the user.

→ It allowed only one program at a time

→ This OS is responsible for scheduling the jobs according to priority and their resource required.

spooling
→ speed miss match.

Multiprogramming operating system:-

→ This type of OS is execute more than one job simultaneously by a single processor. It increase CPU utilization by organization jobs so that the CPU always has one job to execute.

→ All the jobs that enter the system are stored in the job pool (in disc). The OS loads a set of job from job pool into main memory and being to execute.

→ During execution, the job may have to wait for some task, such as an I/O OS. In a multiprogramming system, the operating system simply switches to another job and execute.

→ When the first job finish waiting and it get CPU back.

Time shared OS / multitasking OS

→ Time sharing (or multitasking) OS is a logical extension of multiprogramming. It provide extra facilities.

→ Faster switching b/w multiple job to make processing faster.

→ Allow multiple user to share computer system simultaneously.

→ The user can interact with each job while it is running.

Multiprocessor operating system.

→ Multiprocessor OS are known as parallel OS or tightly coupled OS. Such operating system have more than one processor in close communication that sharing the computer bus, the clock and sometime memory and peripheral devices. It execute multiple job at same time and make the processing faster.

— multiprocessor system have three main adv.

• Increased throughput :- By increasing the number of processor, the system perform more work in less time. The speed-up ratio with N processor is less than N .

• Economy of scale :- Multiprocessor system can save more money than multiple single processor system, because they can share peripheral, mass storage, power supplies.

• Increased reliability :- If one processor fails to done it's task, then each of the remaining processors

Classified by - (i)

- (i) Symmetric multiprocessing.
- (ii) Asymmetric multiprocessing.

Distributed operating system:-

- In distributed system the different machines are connected in a network each machine has its own processor and own local memory.
- In the system, the operating system on all machines work together to manage to collective network resource.

→ It is classified in two categories.

1. Client-server mode
2. Peer-to-peer system

Advantages:-

- Resource sharing
- Computation speed up - load sharing
- Reliability
- Communicators
- Require network infrastructure
- Lan/Wan

Real-Time operating system:-

- It is developed for real time application where data should be processed in a fixed, small duration of time. It is used in an environment where multiple processes are supposed to be accepted and processed in a short time. RTOS requires quick input and immediate response eg. petroleum refinery

Mobile OS

Mobile OS refers to the software that manage the hardware and software resource of mobile device like smartphone, tablet, and wearable device. Mobile OS provide a platform for running application, managing device setting and interfacing with network service.

Operating system service

(OS) service refers to the basic task OS handle to manage the hardware and software resource. Even simple device like calculator, digital watch embedded system need more form of control for smooth functioning.

1. Process management :- Control which task or operating the device is running at any given time.
2. Memory management :- Allocation and manage memory to different task, ensuring the device doesn't run out of space.
3. Input/output management :- Manage interaction with external input (like button) and output (like displays or sound)

4. File system management.

on device that store data, that os organise and keep track of files (if presented)

5. Security Management.

Provide basic operation, such as preventing unauthorized access or controlling simple permission.

SYSTEM CALL

Are the Mechanism that allow user-level application to request service from the os kernel.

Concept of system call

- Bridge between user mode and kernel mode.
→ Application run in user mode, which has limitless access to system resource. The os Run in kernel mode, which as full access.
- Controlled access
→ system call allow application to perform hardware-related task without directly interaction with the hardware, ensuring that only safe and controlled operations are performed.

Types of system call

1. Process control system call

→ These handle the creation, execution, and termination of process.

> fork(): Create a new process

> exec(): Replace the current process image with new one

> exit(): Terminate a process

2. File management system call

→ These manage files and directories, opening, closing, reading, writing, and deletion files.

> open(): Open the file

> read(): Read data from file

> write(): Write data to a file

> close(): Close a file

3. Device management system call.

→ These are used to request or released device, read/write data to device, or handled device operations.

> ioctl(): Controls a device

> read(): Reads data from a device

> write(): Write data to a device

4. Information maintenance system calls.

→ These provide system information or manage the operating system itself.

> getpid(): Return the process ID of the current process

> alarm(): sets a timer for the process

> gettimeofday(): Retrieve the system call.

5. Communication system calls:

→ These handle inter-process communication (IPC) allowing process to communicate with each other.

> pipe(): create communication skill

> shmget(): Allocate shared memory

> send(), recv(): send and receive msg.