

Democratic and Popular Algerian Republic  
Ministry of Higher Education and Scientific Research  
Djilali Bounaama University - Khemis Miliana  
Faculty of Material Sciences and Computer Science  
**Department of Computer Science**



# OPERATING SYSTEM II

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# Schedule

## **Cours :**

Wed 10:00 - 11:30 (AP2)

## **Tutorials:**

G2: Wed 11:30 - 13:00 (S35)

G1: Wed 14:30 - 16:00 (S36)

## **Lab work:**

- - -

# How does the course work?

## Evaluation:

Final exam : 60%

class works : 40%

## Tutorials:

Assignements (2) : 12 pts

Attendance : 5 pts

Assiduity : 3 pts

## Labs :

~~Lab test : 10 pts~~

~~Lab repport : 8 pts~~

~~Attendance : 2 pts~~

# RESSOURCES

- Tanenbaum, Modern operating systems, thirth edition, Pearson, 2014
- Operating System Concepts Tenth Edition « Silberschatz ».
- William stallings, Operating systems: internal and design principles.
  - others:
  - Michel Divay, Unix, Linux et les systemes d'exploitation : cours et exercices corrigés , 2004.
  - Crocus, Systemes d'exploitation des ordinateurs, 1993.
  - Sacha Krakowiak, Principes des systémes d'exploitation des ordinateurs, Dunod, 1993

→ internet

# THE COURSE CONTENT :

→ INTRODUCTION

➤ THE PROCESS MODEL

➤ PROCESS SYNCHRONIZATION USING :

1. CRITICAL REGIONS

2. SEMAPHORES

3. MONITORS

4...

➤ INTERPROCESS COMMUNICATION

➤ DEADLOCKS

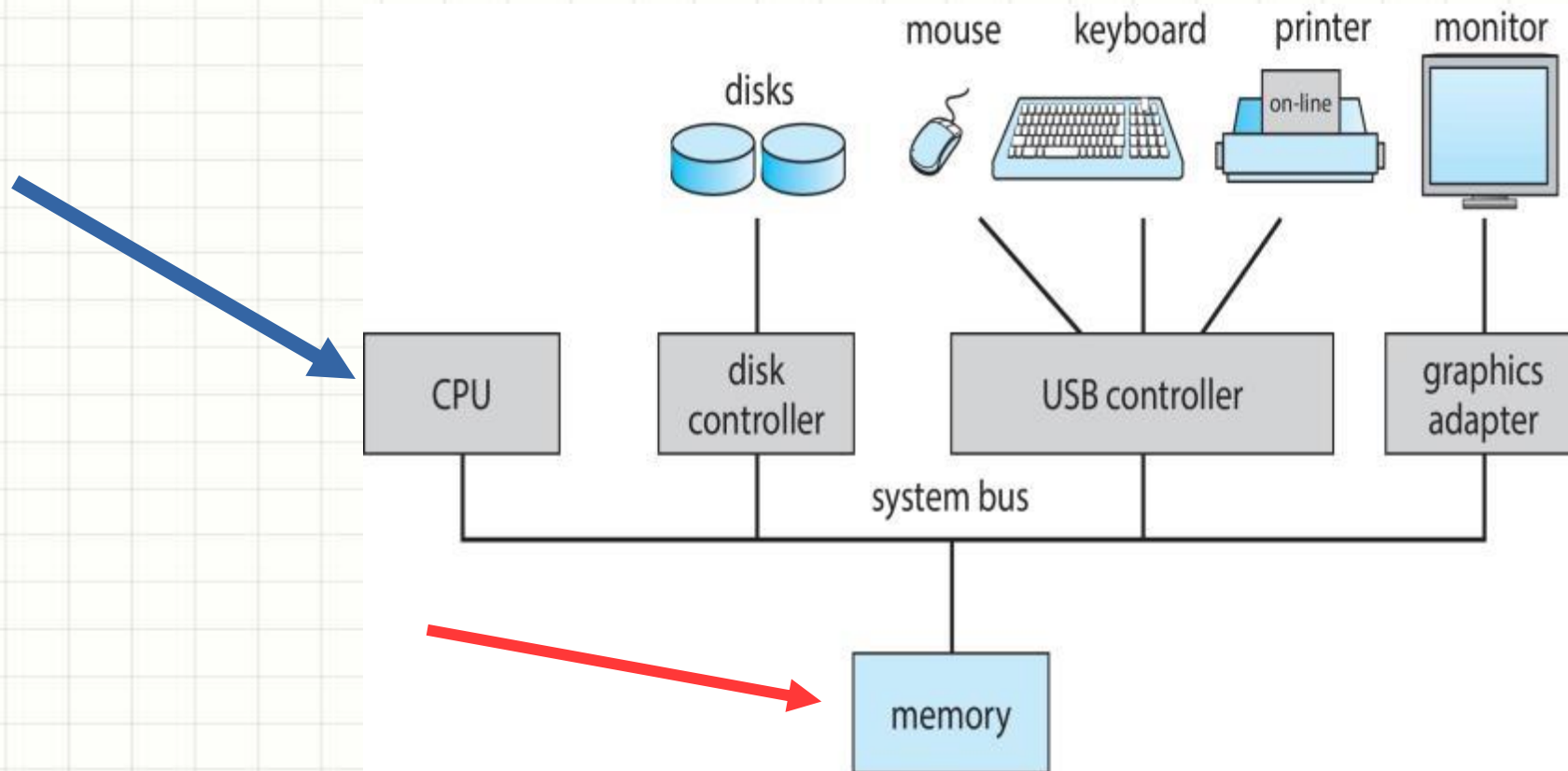




# Introduction:



# Computer System Organization



# INTRODUCTION AU SYSTEME D'EXPLOITATION

Computers can be used to collect data, perform **computations**, **store** information, **communicate** with other computers, and produce outputs. The nature of these functions determines whether they are best implemented in the physical machine or in software.

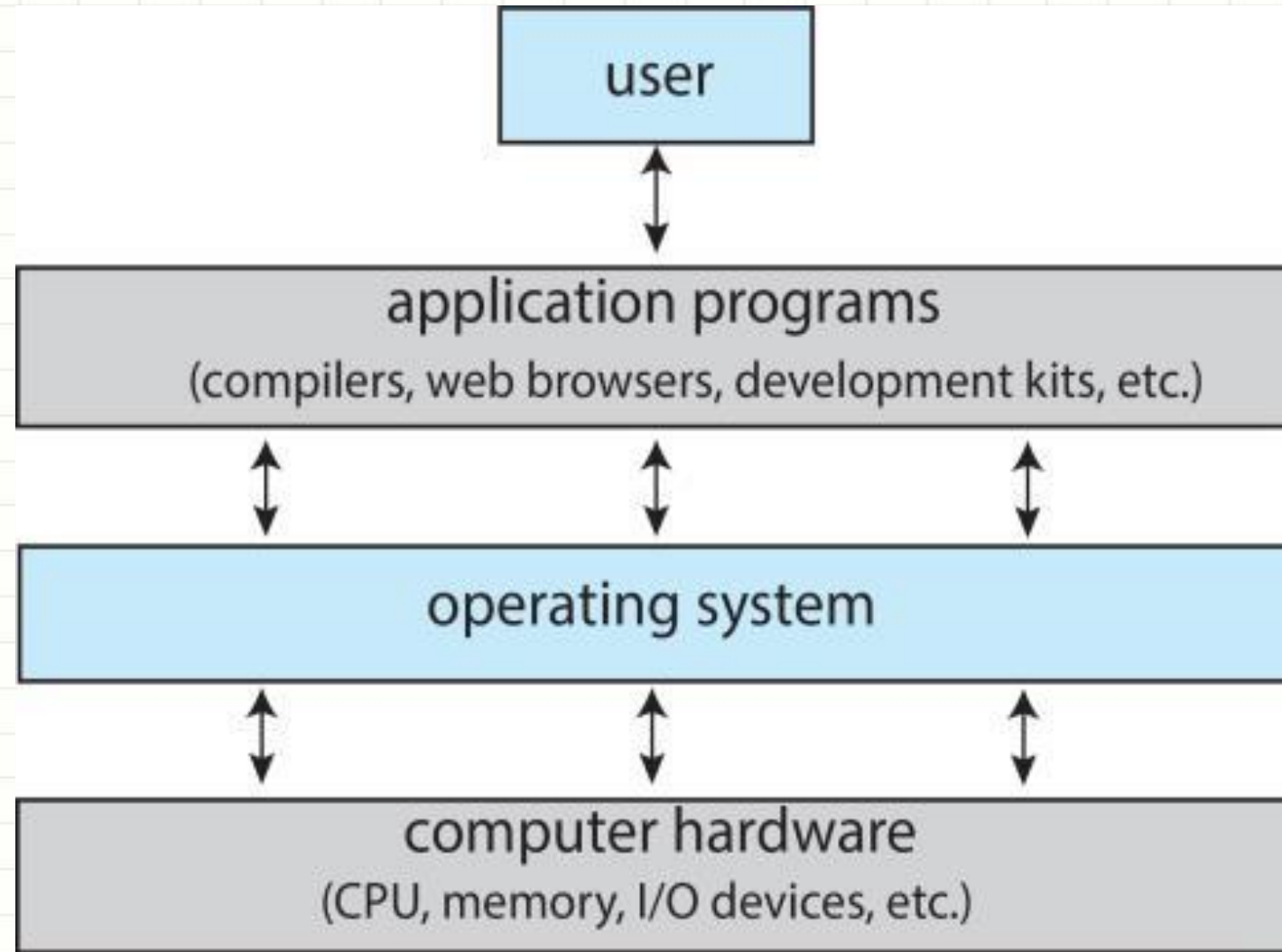
The operating system is the software that provides basic hardware support and a more efficient platform for running programs. It manages hardware resources, provides services for accessing these resources, and creates **higher-level abstractions**, such as files, directories, and **processes**.



# Computer System Structure

- Computer system can be divided into four components:
  - Hardware – provides basic computing resources
    - CPU, memory, I/O devices
  - Operating system
    - Controls and coordinates use of hardware among various applications and users
  - Application programs – define the ways in which the system resources are used to solve the computing problems of the users
    - Word processors, compilers, web browsers, database systems, video games
  - Users
    - People, machines, other computers

# Abstract View of Components of Computer



# Operating System Definition

- No universally accepted definition
- “The one program running at all times on the computer” is the **kernel**, part of the operating system
- Everything else is either
  - a **system program** (ships with the operating system, but not part of the kernel)  
, or
  - an **application program**, all programs not associated with the operating system
- Today’s OSES for general purpose and mobile computing also include **middleware** – a set of software frameworks that provide additional services to application developers such as databases, multimedia, graphics

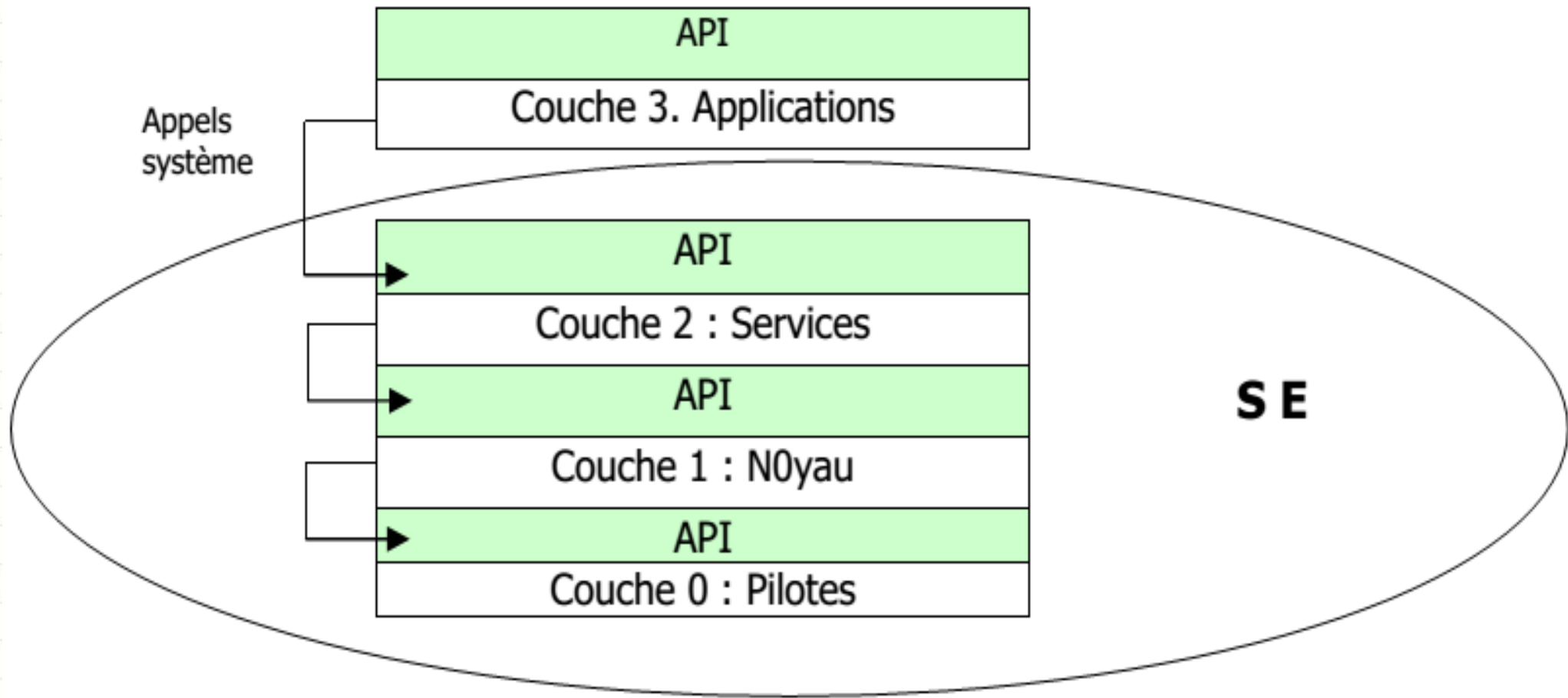
# What Operating Systems Do

- Depends on the point of view
- Users want convenience, **ease of use** and **good performance**
  - Don't care about **resource utilization**
- But shared computer such as **mainframe** or **minicomputer** must keep all users happy
  - Operating system is a **resource allocator** and **control program** making efficient use of HW and managing execution of user programs

# What Operating Systems Do

- Users of dedicated systems such as **workstations** have dedicated resources but frequently use shared resources from **servers**
- Mobile devices like smartphones and tablets are resource poor, optimized for usability and battery life
  - Mobile user interfaces such as touch screens, voice recognition
- Some computers have little or no user interface, such as embedded computers in devices and automobiles
  - Run primarily without user intervention





*Figure 2: layered structure of an operating system*

# Operating System

- Exploits the hardware resources of one or more processors
- Provides a set of services to system users
- Manages secondary memory and I/O devices

# Computer Components: Top-Level View

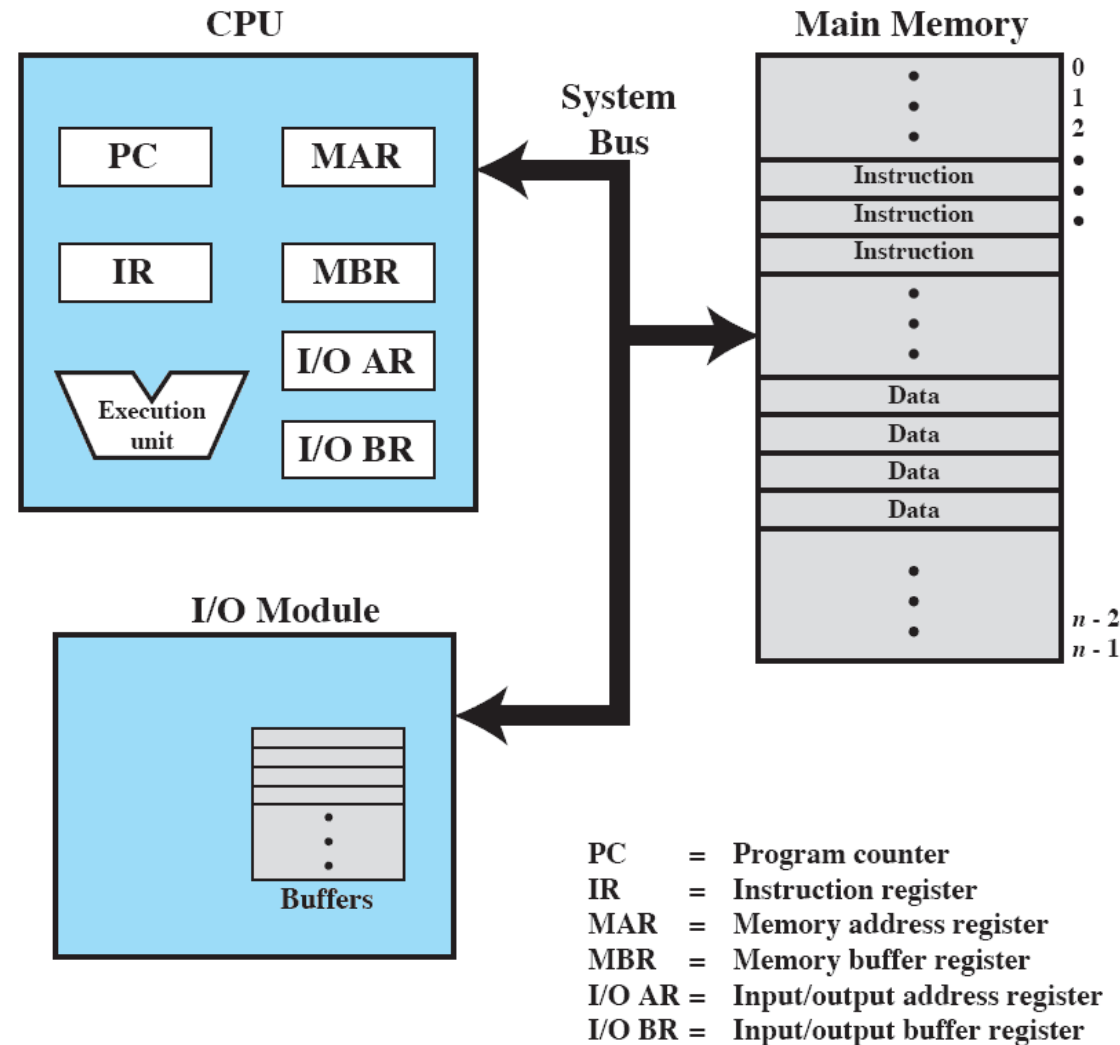


Figure 1.1 Computer Components: Top-Level View

# Layers and Views

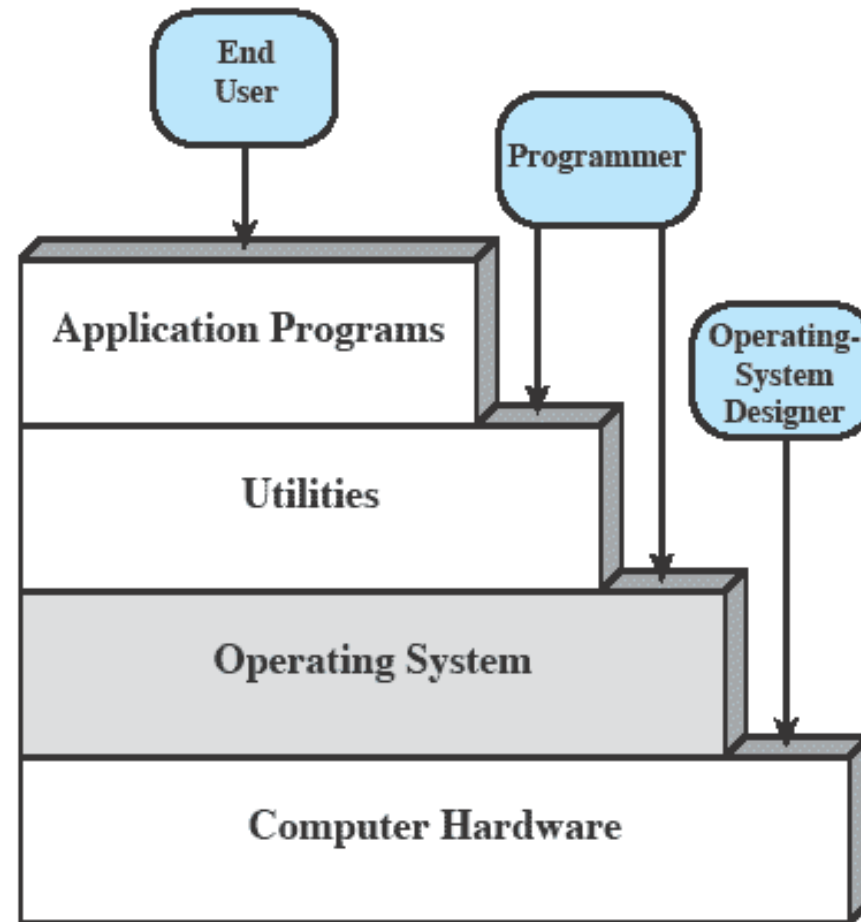


Figure 2.1 Layers and Views of a Computer System

# Services Provided by the OS

- Program execution
- Access I/O devices
- Controlled access to files
- System access



# Services Provided by the OS

- Error detection and response
  - Internal and external hardware errors
  - Software errors

# Services Provided by the OS

- Accounting
  - Collect usage statistics
  - Monitor performance
  - Used to anticipate future enhancements
  - Used for billing purposes