SEMESTER-IV
COURSE 10: OPERATING SYSTEMS

Theory Credits: 3 3 hrs/week

Course Objectives:

1. To know the basic Structure, Components and Organization of Operating System.
2. To learn the notation of a Process- a Program in Execution, Management, Scheduling and Classic Problems of Synchronization.
3. To gain knowledge in various Memory Management Techniques.
4. To understand Unix Operating System and Various File operations.

Course Outcomes:

The students will be able to:

1. Understand the main components and Structure of Operating System & their functions.
2. Analyze various ways of Process Management & CPU Scheduling Algorithms.
3. Evaluate various device and resources like Memory, Time and CPU Management techniques in distributed systems.
4. Apply different methods for Preventing Deadlocks in a Computer System.
5. Create and build an Application/Service over the UNIX operating system.

Syllabus

Unit I

Introduction: What is Operating System? ,History and Evolution of OS, Basic OS Functions, Computer System Architecture, Operating System Structure.

System Structures: Operating System Services, User Operating System Interface, System Calls, Types of System Calls, Overview of UNIX Operating System, Basic Features of Unix Operating System.

Case Study :

1. Understanding and listing the basic differences between UNIX OS and Windows OS in usage, user interface, features etc.

Unit II

Process Management: Process Concept, Operation on Processes, Communication in Client-Server Systems.

Process Scheduling: Basic Concepts, Scheduling Criteria, Scheduling Algorithms, CPU Scheduling in UNIX.

Case Study:

1. Present your understanding on how CPU Scheduling is different in WINDOWS compared to UNIX/LINUX.

Unit III

Synchronization: Process Synchronization, Semaphores: Usage, Implementation, The Critical Section Problem., Classic problems of synchronization.

Deadlocks: Introduction, Deadlock Characterization, Necessary and Sufficient conditions for Deadlock, Deadlock Handling Approaches : Deadlock prevention, Deadlock Avoidance and Deadlock detection and Recovery .

Case Study:

1. Present your understanding of Deadlocks and new methodologies available in new Operating Systems released in the market.

Unit IV

Memory Management: Overview, Swapping, Contiguous Memory Allocation, Paging, Paging Examples, Segmentation, Page Replacement Algorithms, Memory management in UNIX.

Case Study:

1. Present a paper on new methods used in Memory management in the present day Operating Systems .

Unit V

Files and Directories in UNIX: Files, Directory Structure, File Operations, File System Implementation: File Allocation Methods, Comparison of UNIX and Windows.

Case Study:

1. Present a Paper on how UNIX treats regular files and directories differently from other operating systems.

TEXTBOOKS

1. Operating System Concepts: Abraham Silberschatz, Peter B. Galvin, GregGagne, 8th Edition,Wiley.
2. Unix and shell Programming by B.MH Arwani, OXFORD University Press.

REFERENCEBOOKS:

1. Operating System Principles, Abraham Silberchatz, PeterB.Galvin, GregGagne 8thEdition, WileyStudentEdition.
2. Principles of Operating Systems by Naresh Chauhan, OXFORD University Press.
3. Tanenbaum A S, Woodhull A S, Operating System Design and Implementation,3rd edition, PHI 2006.
4. Unix Shell Programming-YashwantKanetkar

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Practical Credits: 1 2 hrs/week

List of Experiments

1. Introducing the LINUX Native editor vi: Working on basics of creating and editing a text file using standard commands of vi.
2. Introduction to UNIX Operating System, Compare with Windows OS. Writing and executing simple Hello World C Program in UNIX Environment.
3. Getting hands-on on basic UNIX Commands.
4. Write a program using the following system calls of UNIX OS fork, exec, getpid, exit, wait, close, opendir, readdir ?
5. Write a Simple shell script for basic arithmetic and logical calculations?
6. Write Shell script to check the given number is even or odd?
7. Write a shell script to swap the two integers?
8. Write Shell script to perform various operations on given strings.
9. Write Shell scripts to explore system variables such as PATH, HOME etc.
10. Write a shell script to display list of users currently logged in.
11. Write a shell script to delete all the temporary files.
12. Write a shell script to find the Factorial of a Number ?
13. Write C programs to implement the following Scheduling Algorithms:
    a) First Come First Serve.
    b) Shortest Job First.
    c) Round Robin.

Reference Text Books:

1. Brian W. Kernighanand Rob Pike,“The UNIX Programming Environment” Prentice Hall India (Edition available in LRCandin the form of E Book on student resource).
2. Yashwant Kanetkar,“UNIXShellProgramming”BPBPublications(FirstEdition).