

CPSC 410 – Operating Systems I

#### Introduction

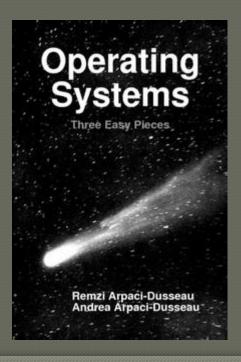
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## Admin: Your Background

- Some high level programming language
- Prerequisites CPEN 214, CPSC 327 (C++)

### Admin: Text

- Free online text (Can also get a hardcopy)
- http://pages.cs.wisc.edu/~remzi/OSTEP/



### Admin: Text

- Three sections
  - Virtualization
    - Architecture, process scheduling, memory management
  - Concurrency
    - Threads, deadlock, critical sections, mutual exclusion, etc.
  - Persistence
    - · 1/0

### Admin: Evaluation

Multiple projects

Probably 3 but may be as many as 5

• 1 midterm

Lateish in the semester

1 final

### Admin: What you get from this class

- Some C++ experience
- How an OS works (multitasking)
- Process scheduling
- Memory Management
- I/O management and File Management
- Threads and concurrency

Most Useful

## Admin – Linux

Please use Ubuntu 18.04 LTS

## Admin – Linux –Why?

- Most of the worlds OSs are based on unix like kernels (Mac, Android, Linux)
- Client side, games, laptops, desktops
  - Windows
- Handsets
  - -Android
- Servers
  - Linux
- Most high performance remotely hosted (cloud) machines are linux (AWS, paperspace, etc)
- See Linux tutorials on course website

## Admin: Language

- C++
  - One C++ starter project
  - The rest will be OS specific
- Why C++

# Admin: Compiling and debugging

- C and C++ both compile to an executable
- Can use many compilers (clang, gcc, G++ ...)
- We will use gcc version 7.4.0

### Admin: Development Environment

- Could use vim, g++, gdb, valgrind, tmux for a command line only dev environment
- Or an Integrated Development Environment (IDE)
- Lots to choose from, Codeblocks, Netbeans, Ms Visual Studio, Eclipse CDT...Clion
- We will use Eclipse CDT

#### Admin - Git

- You will use version control professionally, best to learn it now
- See 'Git-The simple guide' on course website
- In class demo