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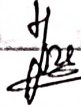
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Sign = 

① LAN = Local area Network (connected to limited area such as school)

WAN = wide area network (spread across large geographical area)

② operating system (OS) is a software which acts as an interface between the end user and computer hardware. every computer must have at least one OS to run other program. The OS help you to communicate with the computer without knowing how to speak the computer language.

③ Bus Topology

- all devices are connected to a central cable called bus
- There are terminators at each end of the bus that stops the signal and keep it from backward.
- no central controller
- Control resides in each station
- Ease of installation

Star Topology

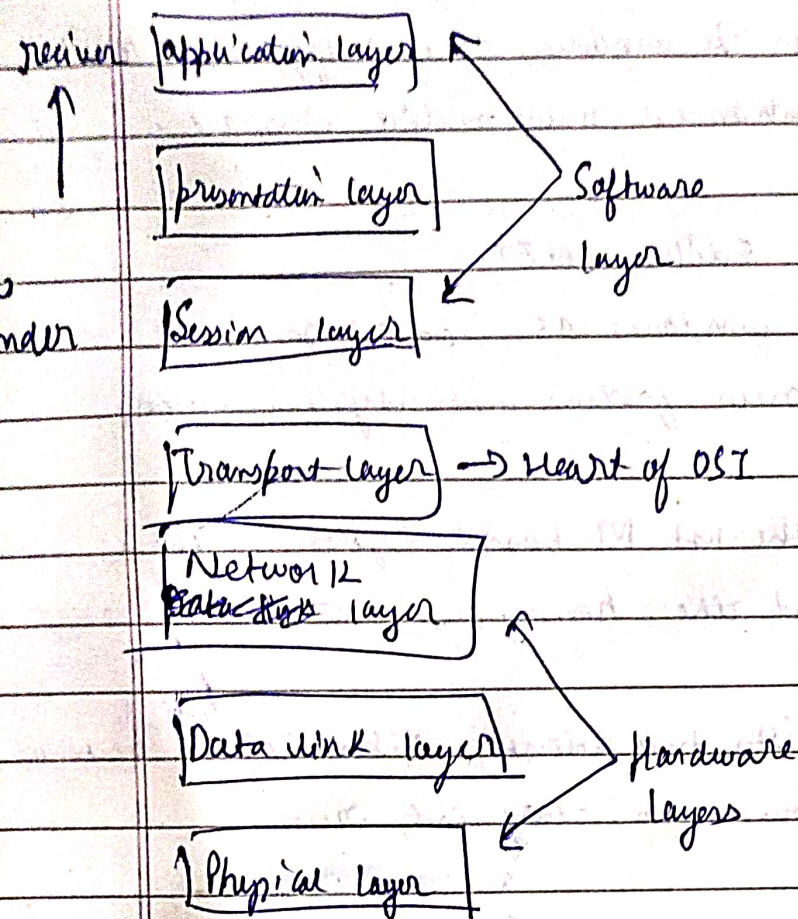
- all devices are connected to central hub
- node communicate across the network by passing data through the hub or switch.
- Easy to install and reconfigure
- If one link fails other work
- Easy fault identification

Linux	Windows
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|---|--|
| ① Linux is a open source operating system | • windows are not the open source operating system |
| ② Linux is free | • while it is costly |
| ③ it's file name case-sensitive | • file name is not case sensitive |
| ④ monolithic kernel is used | • micro-kernel is used |
| ⑤ more efficient in comparison | • while windows are less efficient |

⑤ OSI stands for open source inter connection. It is a 7 layer architecture with each layer having specific functionality to perform. all these 7 layers work collaboratively to transmit the data from one person to another.

- Layer ① Physical layer → lowest layer, responsible for actual physical connected b/w the devices.
- Layer ② Data link layer (DLL) → responsible for the node-to-node delivery of the message. The main function of this layer is to make sure data transfer is error free.
- Layer ③ Network layer → work for the transmission of data from one host to other in diff. network.
- Layer ④ Transport layer → provide services to the application layer and take services from the network layer.
- Layer ⑤ Session layer → responsible for the establishment of connection, maintenance of session.
- Layer ⑥ Presentation layer → also called Translation layer
- Layer ⑦ Application layer → top of the OSI reference model stack of layers provide data, which has to be transferred over the network.



⑥ Evolution of Windows

- ① 1985, Windows 1.0 → aim was to provide friendly - user - interface. Known as GUI, but users found the software unstable.
- ② 1987, Windows 2.0 and 2.11 → faster, more stable and had more GUI.
- ③ 1990 → Windows 3.0 → Windows 3.0 supported 16 colours and included the casual games families to most windows users.
- ④ 1993, Windows New Technology (NT) → Windows NT was 32-bit and had a hardware abstraction layer.
- ⑤ 1995, Windows 95 → provide great improved multimedia and much more polished user interface.

- ⑥ 1998: windows 98 → familiar to windows 95, it offered a much tidier display and enhanced multimedia support.
- ⑦ 2000: windows Millennium Edition (ME)
→ was the last use of windows 95 code base,
It's most notable new feature was system restore.
- ⑧ 2001: windows XP: → is the last NT-based system with a version aimed squarely at the home user.
- ⑨ 2006: windows Vista → Vista had unashamedly visual effects but the OS was slow on the start and run.
- ⑩ 2009: windows XP → faster boot time, new user interface and addition of Internet Explorer and 64 bit support.
- ⑪ 2012: windows 8 → better multicore processing, solid-state drive, touchscreen.
- ⑫ 2015: windows 10 → Skipped windows 9, include start menu, on screen back button, simplified touch screen input.