Introduction to Operating Systems – 30.09.19

* A context switch switches processes to a different task based on a contextual action.
* Timesharing: Allows a computer to set times on computerised tasks, allowing a computer to multitask.
* *Explanation of Processor, timesharing, and tasking. Refer to previous notes.*
* *Explanation of Von Neumann architecture, see previous notes (and google)*
* Control Unit provides timing and coordination.
* Logic Unit (Arithmetic), Calculator and executes tasks
* We’ll be using the Little Man Computer emulator to understand cache.
* Hardware Interrupts: Hardware signals OS when events occur, such as hardware failures or other hardware issues.
* A program is \*usually\* made of multiple processes and is static.
* A process is usually generated by a program dynamically to complete its functions.
* When a process is created, it is allocated it’s memory. It waits for, then is then allocated its task, it then runs it’s task, and is terminated.
* Creation > Ready Que > Running >Terminated
* Processes can be allocated more memory after its initial creation (This seems inefficient for some reason, need more research)
* “Each time we ask for something new, a process is created”
* Process State > Process Number > Program Counter > Registers > Memory Limits > Open Resources