

# Goals of this lecture

- Define what an Operating System is
- Explain how an OS works in a nutshell
- Bridge the gap between hardware (CSCB58) and systems programming (CSCB09)
- Give an overview of the course content and projects

# The big picture in 5 pieces

The need for <b>bootstrapping</b>	
The need for <b>concurrency</b>	project 1
The need for <b>user programs</b>	project 2
The need for <b>virtual memory</b>	project 3
The need for <b>a filesystem</b>	project 4