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 **bootstrapping**	
The need for **concurrency**	project 1
The need for **user programs**	project 2
The need for **virtual memory**	project 3
The need for **a filesystem**	project 4