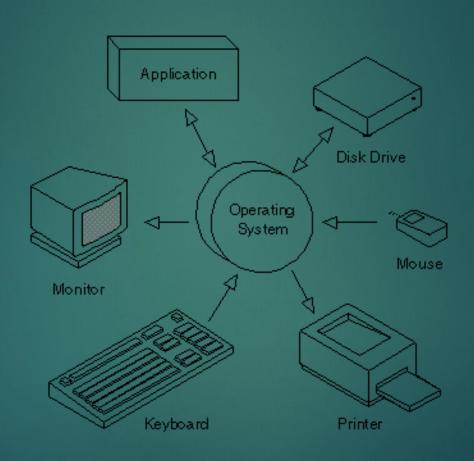
# Session#01 TOPIC: OPERATING SYSTEM

- 1. Operating Systems
- 2. Types of Operating System
- 3. Major Functions
- 4. User Interface
- 5. Examples of Operating System

- The operating system is the most important program that runs on a computer.
- Operating system is an interface between computer and user.
- It is responsible for the management and coordination of activities and the sharing of the resources of the computer.





# Types of Operating System

# Multi-user vs. Single user

- A multi-user operating system allows multiple users to access a computer system concurrently.
- Time-sharing system can be classified as multiuser systems as they enable a multiple user access to a computer through the sharing of time.
- Single-user operating systems, as opposed to a multi-user operating system, are usable by a single user at a time.

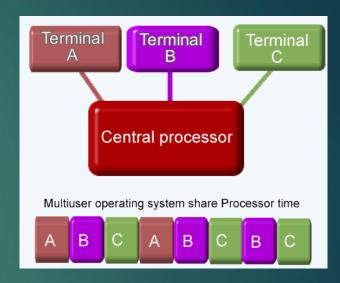
# Types of Operating System

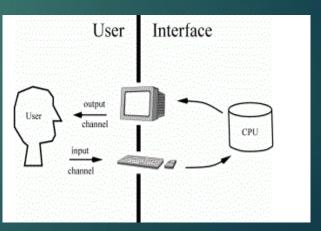
# <u>Multi-user Example</u>

- Ubuntu
- macOS
- All linux based OS
- Unix
- IBM AS400
- Windows 10

# <u>Single-user Example</u>

- Windows 95
- MS-Dos
- Windows NT Workstation
- Windows 2000 professional





# Major Functions of Operating System

- Resource management.
- Data management.
- Job management.
- Standard means of communication between User and Computer.

# Major Functions of Operating System

# Resource Management

 The resource management function of an OS allocates computer resources such as CPU time, main memory, secondary storage, and input and output devices for use.

# <u>Data Management</u>

- The data management functions of an OS govern the input and output of data and their location, storage, and retrieval.
- It also is responsible for storing and retrieving information on disk drives and for the organization of that information on the drive.

# Job Management

- The job management function of an OS prepares, schedules, controls, and monitors jobs submitted for execution to ensure the most efficient processing.
- A job is a collection of one or more related programs and their data.

# Standard Means of Communication between User and Computer

- The OS also establishes a standard means of communication between users and their computer systems.
- It does this by providing a user interface and a standard set of commands that control the hardware.

# User Interface

- A program that controls a display for the user (usually on a computer monitor) and that allows the user to interact with the system.
- The user interface allows the user to communicate with the operating system.
- The user interface provides means of:
  - Input: Allowing the users to manipulate a system.
  - Output: allowing the system to indicate the effects of the users' manipulation

# Types of User Interface

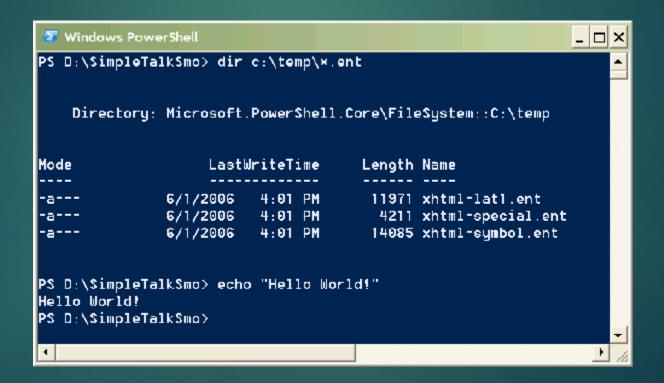
- Command line interface
- Menu Driven
- Graphical user interface

# Types of User Interface

# Command Line Interface (CLI)

- A command-line interface is a mechanism for interacting with a computer OS or software by typing commands to perform specific tasks.
- This method of instructing a computer to perform a given task is referred to as "entering" a command.
- Accept input via keyboard only.
- Not suitable for beginners.

# Command Line Interface (CLI)



# Command Line Interface (CLI)

# **Example of commands**

Command	Description
DIR	To display list of files or folder
COPY	To copy file or folder
MD	To make new folder
CLS	To clear screen
Quit	Toquit

# Menu Driven

- With a menu driven interface the user interacts with the computer by selecting options from a menu.
- A typical program will have many menus which the user can access.
- Here is an example of one menu from a word processing package :

### Style Menu

- 1. Change Font
- 2. Change Font Size
- 3. Font Effects (Underline, Bold, Italic)
- 4. Justification
- 5. Continue Editing Document

Please Select Option (1-5):

# **Graphical User Interface (GUI)**

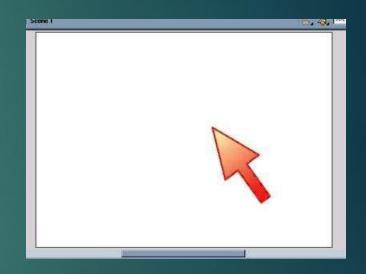
- Is a type of user interface which allows people to interact with computer with images rather than text commands.
- Accept input via keyboard and pointing devices.
- Easy to learn.

# Elements of Graphical User Interface

- Pointer
- Icons
- Desktop
- Windows
- Menus

# <u>Pointer</u>

- A symbol that appears on the display screen and that you move to select objects and commands.
- Usually, the pointer appears as a small angled arrow.



# <u>lcons</u>

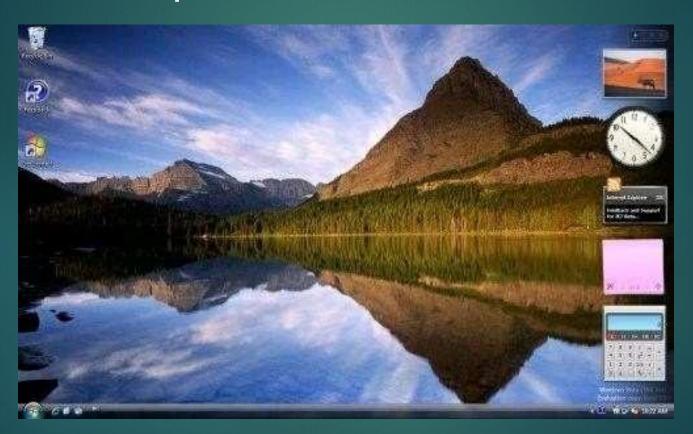
 An icon is a small graphical representation of a program or file. When you double-click an icon, the associated file or program will be opened. For example, if you were to doubleclick My Computer icon, it would open Windows Explorer



# <u>Desktop</u>

- The desktop is the primary user interface of a computer.
- It includes the desktop background (or wallpaper) and icons of files and folders you may have saved to the desktop.
- In Windows, the **desktop** includes a task bar, which is located at the bottom of the screen by default.

# Desktop



# <u>Windows</u>

- Used to divide the screen into different areas.
- In each window, you can run a different program or display a different file.

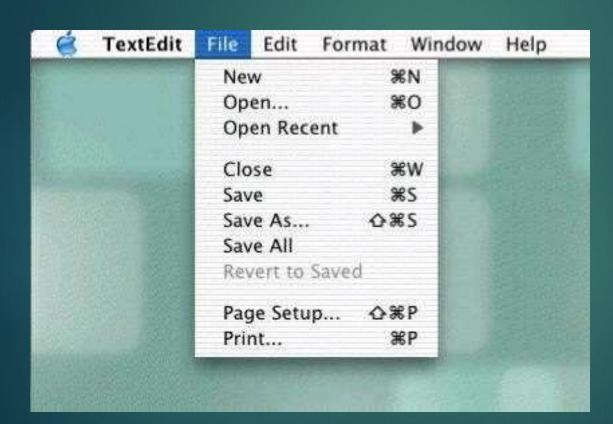
# Windows



# <u>Menus</u>

- Most graphical user interfaces let you execute commands by selecting a choice from a menu.
- Two types of menu:
  - Pull-down menu
  - Pop-up menu

# Menus





## Examples of Operating System

- MS-DOS
- Windows
- Mac OS
- Linux
- Solaris
- Android

# <u>Windows</u>

- Produced by Microsoft, Inc.
- Using graphical user interface.
- Support multitasking and multiuser.
- First version: Windows1.0(1985)
- Latest version: Windows 10 (Present)



# Windows

