

# COM 341.1, Operating Systems

American University of Central Asia  
Software Engineering Department

## 1 Course Information

### Course ID

COM 341.1, 3325

### Course Repository

<https://github.com/auca/com.341>

### Place

AUCA, laboratory G30

### Time

Monday 9:25

Friday 9:25

## 2 Prerequisites

COM 117, Programming II. Object-oriented Design

## 3 Contact Information

### Instructor

Toksaitov Dmitrii Alexandrovich  
toksaitov\_d@auca.kg

### Office

AUCA, room 315

### Office Hours

Monday 12:45–14:45

Wednesday 12:45–14:45

Friday 14:00–16:00

## 4 Course Overview

The course introduces students to the fundamentals of operating systems design and implementation. Topics include an overview of the components of an operating system, synchronization, implementation of processes, scheduling algorithms, memory management and file systems. This course is designed for Software Engineering majors and minors.

## 5 Topics Covered

### Processes

- Scheduling
- Inter-process Communication

### Memory Management

- Segmentation
- Virtual Memory Management
- Page Replacement Algorithms
- Swapping

### File Systems

- File System Implementation
- Protection Mechanisms

### Input & Output

- Principles of I/O Hardware & Software
- Deadlocks
- RAM Disks
- Disks
- Terminals

## 6 Quizzes

Students will get four quizzes throughout the course on topics discussed during classes.

## 7 Practice Tasks

Students are required to finish four practice tasks during the course.

In the first task students will take a look on how communication with the kernel works from the user space of an operating system. The task is to make a simple interactive shell not to rely on any C run-time or standard libraries. Students will do that by making system calls directly to the kernel on Linux, FreeBSD, or macOS in x86, or ARM assembly.

In the second task students will take a look on how system calls are processed on the kernel side. They will have to add a new subsystem to a Linux kernel and a number of system calls to query information about running processes without using the */proc* virtual file system.

The third task is to study the scheduling subsystem of a Linux kernel and to modify it to give the maximum possible amount of CPU time for a process and its parents after a request by a privileged user.

The final task is to get a look on an implementation of a custom file system in user space for FUSE on \*nix or Dokany on Windows. Students will have to write several management utilities to create and defragment the file system at hand.

## 8 Course Projects

Students are required to finish two course projects.

The first project is to develop a limited simulation of an OS kernel on top of an emulated computer system. In a simplified environment students will get a chance to build all major parts of a working preemptive kernel such as a scheduler, a virtual memory manager, and a file system driver in a high-level language.

The second course project is to port a working subsystem from the simulated computer environment from the first project to an x86 kernel developed at AUCA. Students will have to port their code from a high-level language to C and assembly and adapt it to work on a real hardware.

## 9 Reading

1. Operating Systems Design and Implementation, Third Edition by Andrew S. Tanenbaum (AUCA Library Call Number: QA76.76.O63 T35 2006, ISBN: 978-0131429383)
2. Modern Operating Systems, Fourth Edition by Andrew S. Tanenbaum and Herbert Bos (ISBN: 978-0133591620)

### 9.1 Other Recommendations

1. Operating System Concepts, 9th Edition by Abraham Silberschatz, Peter B. Galvin, Greg Gagne (ISBN: 978-1118063330)
2. Operating Systems: Internals and Design Principles, 8th Edition by Abraham Silberschatz, Peter B. Galvin, Greg Gagne (ISBN: 978-0133805918)

## 9.2 Supplemental Reading

1. Understanding the Linux kernel, Third Edition by Daniel P. Bovet and Marco Cesati (AUCA Library Call Number: QA76.76.O63 B683 2006, ISBN: 978-0596005658)
2. Linux Kernel Development, 3rd Edition by Robert Love (ISBN: 978-0672329463)
3. Windows Internals, Part 1 (6th Edition) by Mark E. Russinovich and David A. Solomon (AUCA Library Call Number: QA76.76.W56 R885 2012, ISBN: 978-0735648739)
4. Windows Internals, Part 2 (6th Edition) by Mark E. Russinovich and David A. Solomon (AUCA Library Call Number: QA76.76.W56 R885 2012, ISBN: 978-0735665873)
5. Mac OS X and iOS internals : to the apple's core by Jonathan Levin (AUCA Library Call Number: QA76.774.M33 L48 2013, ISBN: 978-1118057650)
6. Mac OS X Internals: A Systems Approach by Amit Singh (AUCA Library Call Number: QA76.76.O63 S564 2007, ISBN: 978-0321278548)

## 10 Grading

- Quizzes (20%)
  - Practice tasks (35%)
  - Course projects (45%)
- 
- 90%–100%: A
  - 80%–89%: A-
  - 70%–79%: B+
  - 65%–69%: B
  - 60%–64%: B-
  - 56%–59%: C+
  - 53%–55%: C
  - 50%–52%: C-
  - 46%–49%: D+
  - 43%–45%: D
  - 40%–42%: D-
  - Less than 39%: F

## 11 Rules

Students are required to follow the rules of conduct of the Software Engineering Department and American University of Central Asia.

Team work is NOT encouraged. The same blocks of code or similar structural pieces in separate works will be considered as academic dishonesty and all parties will get zero for the task.