0.5

⇒ Operating - System :-

Application

OS :- Interface btw user and H/w.

user1   user2   usern

↓   ↓   - - - - - ↓

```
┌─────────────────────────────┐
│        Application.         │
└─────────────────────────────┘
              ↕
        ┌─────────┐
        │   O·S   │      →  Operating - System.
        └─────────┘
              ↕
    ┌─────────────────────┐
    │     Hardware        │
    │ ┌─────┐┌─────┐┌─────┐│
    │ │ CPU ││ I/O ││ RAM ││
    │ └─────┘└─────┘└─────┘│
    └─────────────────────┘
```

O·S Concepts :-

→ Resource Allocater (allocate CPU, Memory printers, e.t.c)

→ Resource - manager (Manages & tracks resources allocated)

→ Storage Mngmt, Memory Mngmt (RAM)

→ Process Manager → (C·P·U Scheduling)

→ **Throughput :-** No of processes completed per unit time.

O.S ⟶ good (Throughput ↑)
↓
Eg:- Linux

Goals of OS:-

Primary goal : Convienience
Secondary goal : Efficiency (Throughput)

O.S - Functionality:-

1) Resource - Management

2) Process - Management (CPU-Scheduling)

3) Storage - Management (Hard-disk) → file systems

4) Memory - Management (RAM)

5) Privacy & Security (Kerberos Algorithm).