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12-7-2024

CST-321

System and Tools Assignment

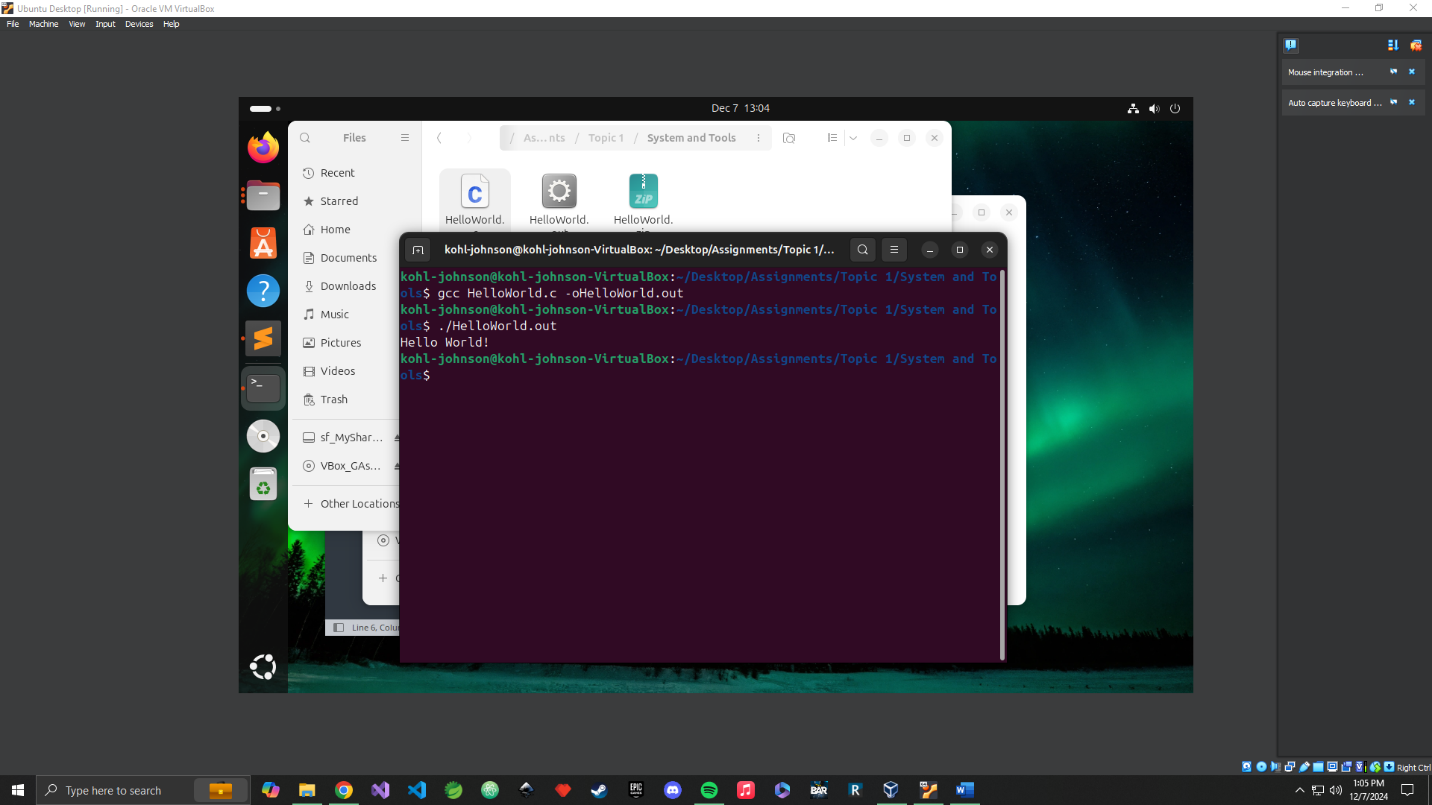
**Various Features**

1. File Explorer
   1. Using file explorer involves reading directories/files from C drive (or others) and since those files are located on hardware, I think it would require the use of Kernel mode to read.
2. Opening Applications
   1. For this, I’ll use a video game as an example. Displaying anything on screen requires the use of CPU integrated graphics or a separate dedicated GPU. Since these are both hardware, I still think it would require the use of Kernel mode to allow access to them.
3. OS Start/Shutdown
   1. No idea how PSUs work to start a computer, but I imagine it would follow steps like that of ejecting a usb drive. If I have an application open, files open, etc. I’m prompted to save my changes and go from there. So, I think the computer saves its state or goes to the default state for starting/shutting down.
4. Ethernet/Internet
   1. Since the ethernet slot is connected to the motherboard and a wireless adaptor would also be connected to the motherboard, I think all applications would need to go through Kernel mode to access the internet. This would involve the context switching steps.
5. Task Manager
   1. When using task manager to stop a hanging task, and since that said task is using hardware, it would need to go through the same steps to shut down the said task.

**Side Note**

Thank you for the second attempt! Completely missed the first part on the guide.

**Hello World Screenshot**

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