

UNIX

Course: Operating Systems

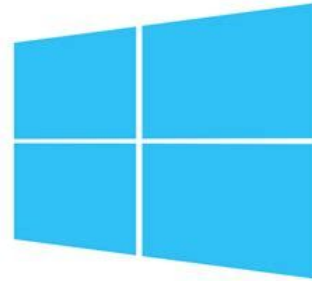
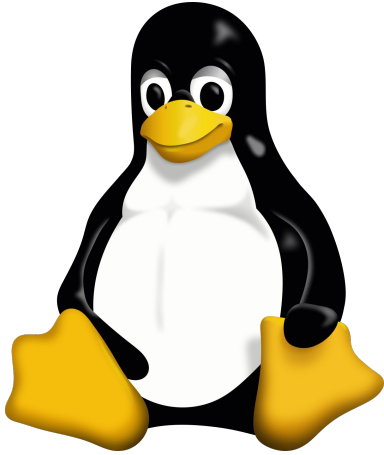
Lecturer: Alexander Kernozhitsky

March 10, 2024

Lecture Plan

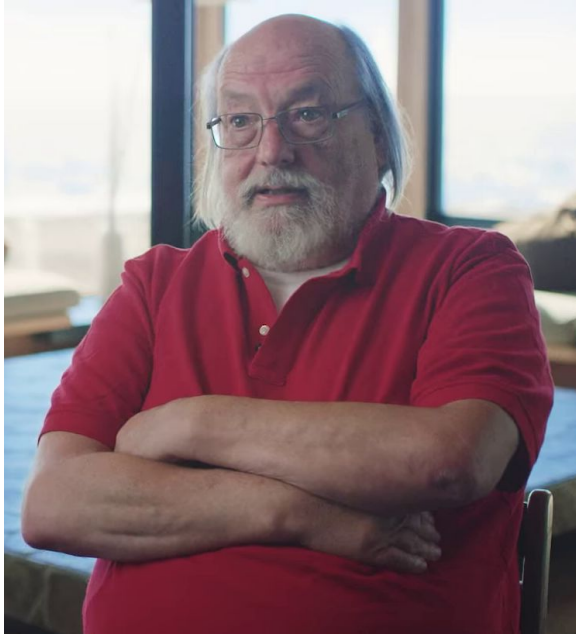
- Shell, basic UNIX commands and concepts
 - a. File system
 - b. Processes
 - c. Shell and bash programming
- UNIX programming (using C language)
- Internals and advanced concepts
 - a. System calls
 - b. Assembly
 - c. Operating system internals

Operating Systems

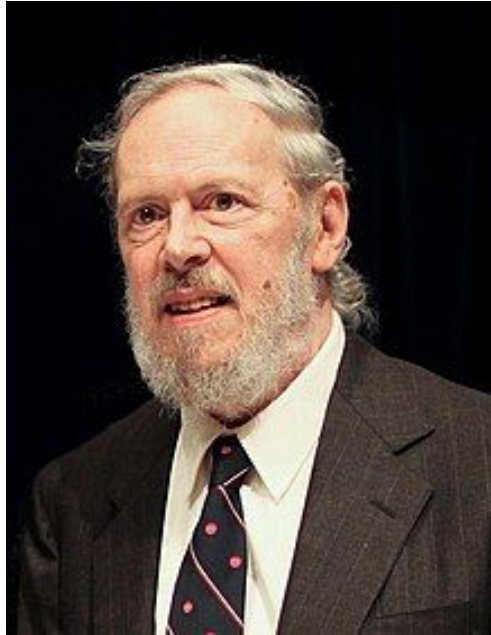


macOS

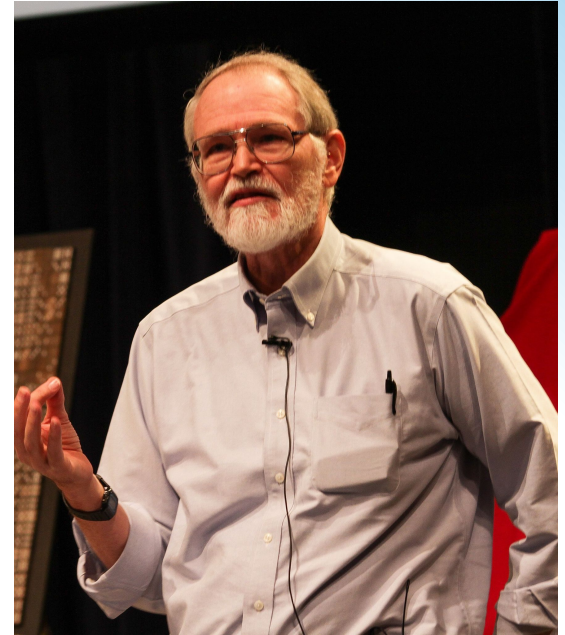
UNIX creators



Ken Thompson



Dennis Ritchie

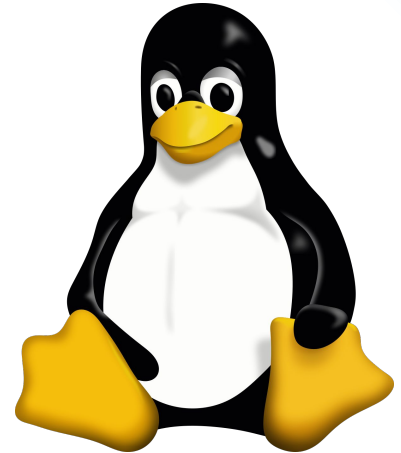


Brian Kernighan

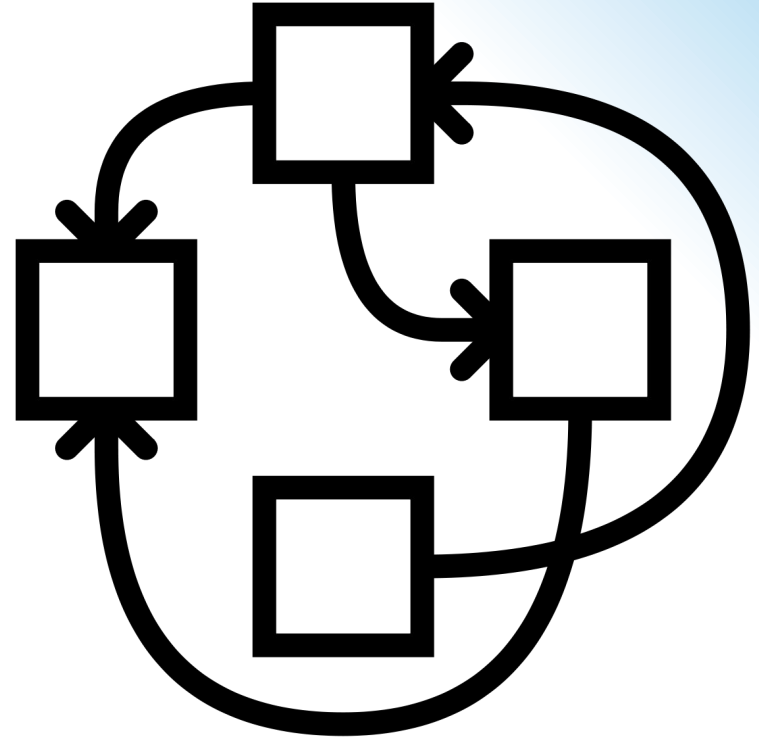
Unix-like operating systems



macOS



GNU's Not Unix!



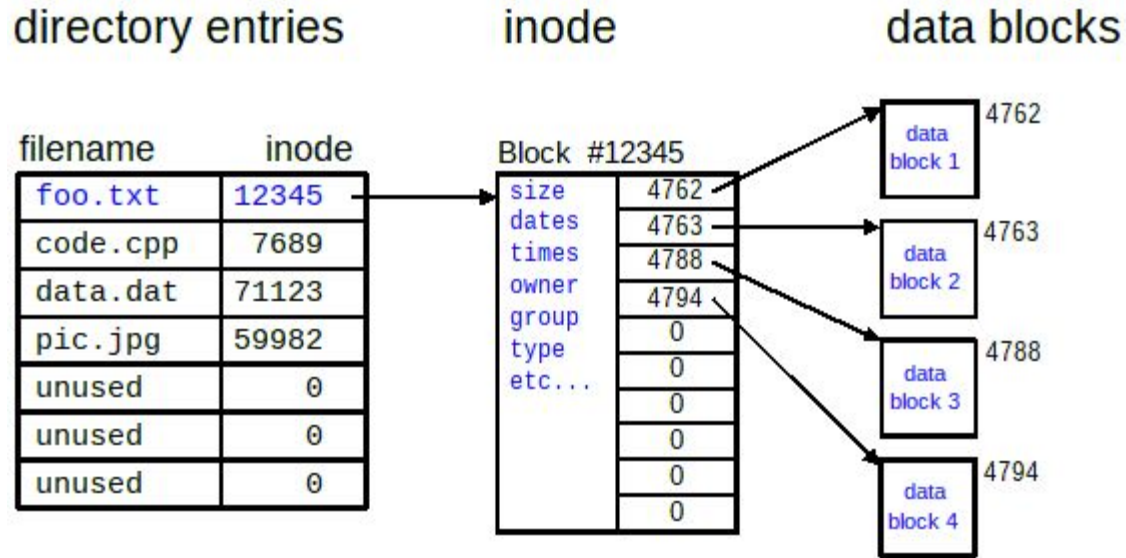
Unix philosophy

- Write programs that do one thing and do it well.
- Write programs to work together.
- Write programs to handle text streams, because that is a universal interface.

Unix philosophy

- Small is beautiful.
- Make each program do one thing well.
- Build a prototype as soon as possible.
- Choose portability over efficiency.
- Store data in flat text files.
- Use software leverage to your advantage.
- Use shell scripts to increase leverage and portability.
- Avoid captive user interfaces.
- Make every program a filter.

Inodes



File descriptors, file table and inode table in Unix

