

German University in Cairo
Faculty of Media Engineering and Technology
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CSEN 602-Operating Systems, Spring 2019
Course Project

The project for the OS course is to design an operating system from scratch! Do not be scared!

1. Project Description

The best way for you to understand operating systems concepts is to build an operating system and then to experiment with it. Your OS will be a SIMULATION only. Your job will be to choose the type of OS you want implement; define its different features and functionality and implement them by the end of the semester. We expect that you will eventually be creative and propose new or improved features and functionality.

2. Project Phases

Phase No.	Action	Strict Deadline
1	1st draft of the report including but not limited to: OS type; work methodology; etc.	February 14, 2019
2	2nd draft of the report including but not limited to: OS basic features; basic functionality; first implementations etc.	February 28, 2019
3	3rd draft of the report including but not limited to: OS advanced features; Apps included; advanced functionality; advanced implementations etc.	March 28, 2019
4	Final report including but not limited to: final OS version; final implementation; Future work,etc.	April 18, 2019

The phases are build on previous phases; If you do a good job in designing and implementing the early phases of the project, that will simplify your task in building later phases. By the end of the project, we need an OS that runs! And a description report.

3. Groups:

- You will be working on groups of four members from the same tutorial group.
- Cross tutorial groups are not allowed.
- Submit your group info using the following form: <https://goo.gl/forms/wVlrwlH3xJGTUgle2>
- Deadline for forming project groups is **February 5, 2019 at 23:59**

4. Evaluation Criteria

The final evaluation will be based on the the following criteria:

- Code originality
- Selecting appropriate design specifications for the implemented OS modules
- Applicability of the implemented OS

5. Final Deliverables

a) Source Code

- You should implement and submit the simulated OS modules and applications
- Try to use explanatory comments whenever possible.

b) Project Report, including the following.

- A description of the main implemented OS modules and design specifications for each module
- A description of the main classes and/or data structures you implemented/used.
- Source code of the main classes implemented should be included as appendix in the report
- Proper citation of any sources you might have consulted in the course of completing the project.
- You should not use any code available in library or Internet references unless otherwise approved by your TA

6. Submission Guidelines

Source Code. On-line submission following each phase deadline on os602.guc.spring19@gmail.com.

Project Report. A hard-copy should be submitted to your TA.