

## **COURSE OUTLINE**

- **Operating Systems**

**Introduction and History**

- **Computer - System Structures**

**Starting a computer**

**Interrupts**

**Dual-Mode Operation**

**Memory Protection**

- **Operating - System Structures**

**Command Interpreter**

**System Calls**

**System Structure (Architecture)**

- **Processes**

**PCB, Interrupts, Context Switch**

**Process States, State Transitions, State Diagram**

**Operations on Processes**

- **Threads**

**The Thread Concept**

**User / Kernel Threads**

**Multithreaded Models**

**Java Threads**

- **CPU Scheduling**

**Schedulers**

**Scheduling Algorithms**

- **Process Synchronization**

- Principles of Concurrency**
  - Two Process Solution - Peterson Solution**
  - Synchronization Hardware**
  - Semaphores**
  - Classical Problems of Synchronization**

- **Memory Management**

- Contiguous Allocation**
  - Paging**
  - Performance**
  - Segmentation with Paging (if there is enough time)**

- **Virtual Memory**

- Demand Paging**
  - Page Replacement**
  - Performance**
  - Allocation of Frames, Thrashing**
  - Other Considerations**