Conclusion & Future Aspects

With this project of operating system development we aim to understand the syntax and semantics necessary in development of operating system by developing an operating system using assembly language and c language. Our basic focus was to learn everything regarding the background processes in an operating system, how an operating system boots and how interrupts are handled, how to handle the data entered from the keyboard and result obtained through the processing of data on the output screen. Learning the phenomenon of Scrolling , clearing of screen, updation in cursor position etc in depth. The prime focus was to learn the working of compilers, assembler, and processing of files through various tools. Also, we attempted to learn about various commands and added our custom command in our operating system. We studied about the working environments and also to work with various compatible environments.one of the most important feature of this OS is its easy customization and fast processing. Since the basic functionalities are added in fewer lines of code thus customization and easy modification is possible. This property of smaller code also makes it boot faster. This project has led us to interact with the hardware by the use of assembly language.

Further many more commands can be added to enhance its functionality. Most interestingly graphical user interface (GUI) can be provided to the operating system to make it user friendly and a general user can work.it can be made to work in a specific environment by adding the custom features required. Thus, this OS can be of great significance to the learners who wish to design their own operating system. Also for those who wish to work with smaller memory and fast processing. Thus if worked further it can be made as popular as Linux which provides its source code to customize.