

# • Computers

## Computer System

Hardware  
(Phy)

Software  
(logical)



Processor

Memory

CU

Register

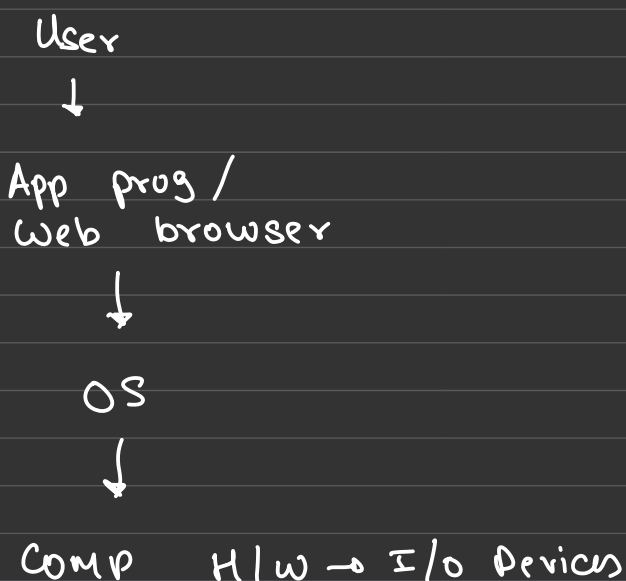
Primary

Ser

1. What  $\leftrightarrow$  (+ - ÷ x)
  2. When  $\leftrightarrow$  clock vol
  3. Where  $\leftrightarrow$  Register
- RAM  $\rightarrow$  Microprocessor.

- Generation of Comps

Gen	Year	Components used	Size	Example
I	1950-59	Vacuum tubes	larger Mainframe	UNIVAC (univer. Calc) ENIAC (enumerable Integrator & Calc)
II	1960-69	Transistor & Capacitor	Micro Comps, mini comps	
III	1970-79	IC's	Desktop	
IV	1980-89	VLSI	8086, 8085	
V	1990	AI era (ML)		



## • Computer - System Structure

↓ 4 components

1. Hardware → Physical Components

- ① I/O devices
- ② Processors
- ③ Memory

When PC starts  
(Boot-strap Loader)  
ROM / EPROM

2. OS

3. App Programs

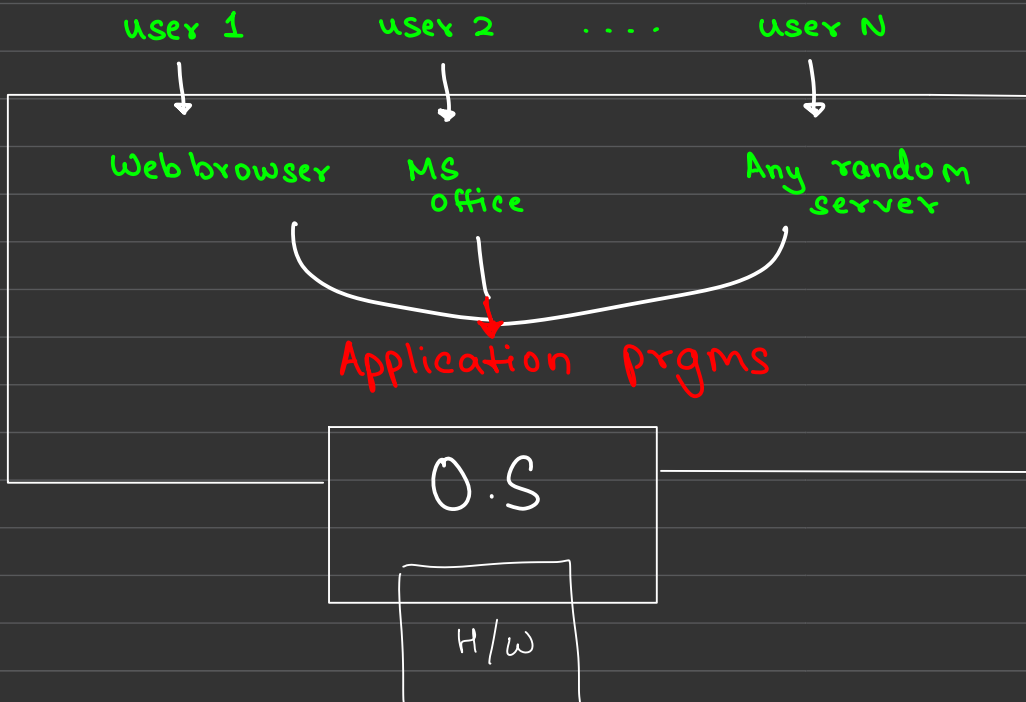
4. User Interface

CLI [Command line Interface]

GUI [Graphical user Interface]



• OS is a system software that controls & coordinates the use of hardware among various applications and users



## • Components of an O.S

1. FILE MGMT ↗ reading  
↘ updating
2. I/O MGMT
3. Memory MGMT ↗ Main memory  
↘ Second storage MGMT
4. process MGMT

### primary

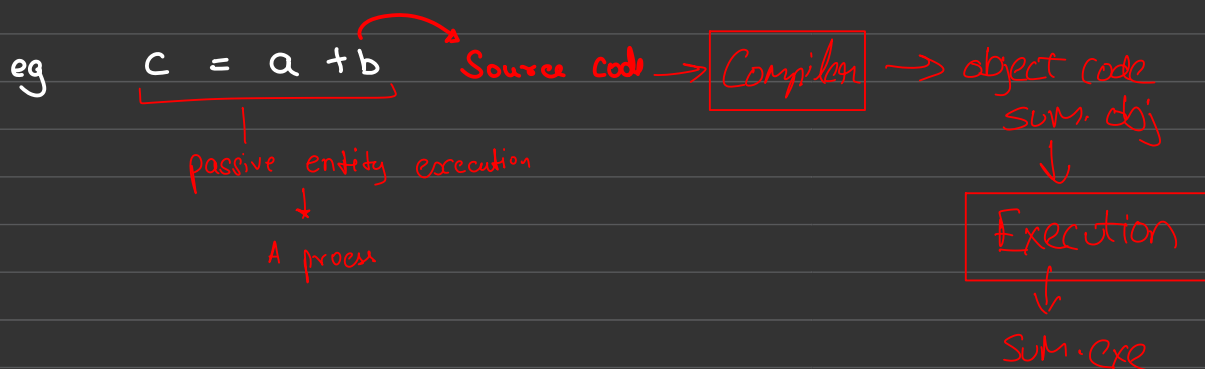
1. Memory  $\rightleftharpoons$  Mp
2. Volatile
3. eg RAM

### Secondary

1. Cannot Interact w microprocessors
2. Non-Volatile
- eg CD, HD, floppy

**FORTAL**

### • process Mgmt



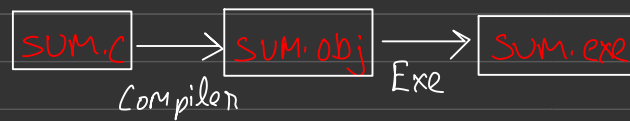
V K I M

FRAME

# Operating System Service

- 1) User Interfaces  CLI (User command)  
GUI (Mouse movement, drag-drop's menu)

- 2) Execution of user prog.



- 3) I/O Operation

- 4) File system manipulation

File System (r w x  
                  ↓   ↓   ↓  
                read write executable)

- 5) Communication

- 6) Error Detection

- Logical & Syntax errors

- 7) Resource Allocation

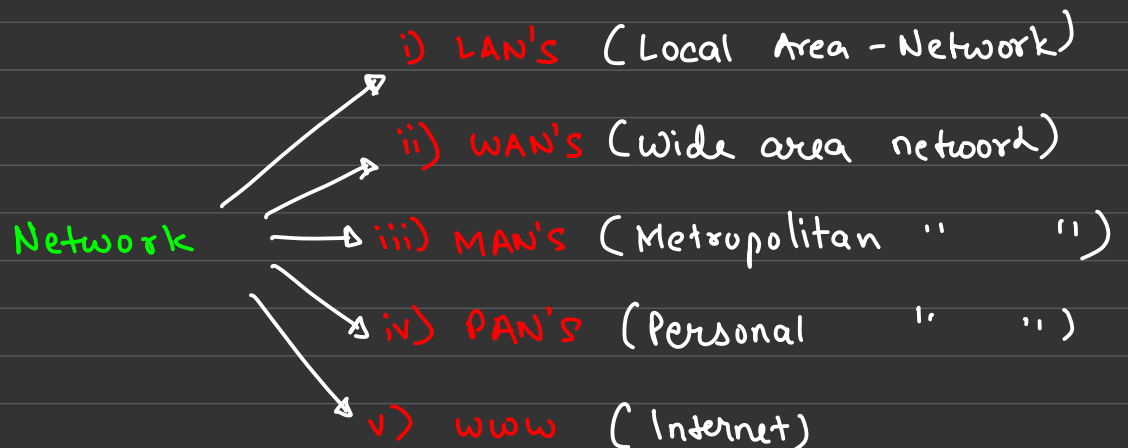
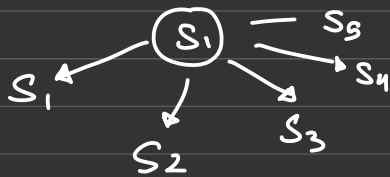
- 8) Accounting (keeps track of info)

- 9) Protection & Security

## • Computing environment

### 1. Stand - Alone system

2.



## • Evolution of OS

### 1. Batch OS (1950 - 60's)

$$\text{CPU eff} = \frac{\text{Usefull time of CPU}}{\text{Total t of CPU}}$$

└ Minimizing the ideal time of CPU

In Batch OS similar job's are grouped together

eg IBM mainframe to form batch OS

### 2. Time Sharing OS (1960 - 70)

Here time slice has been allocated to every process

eg UNIX

### 3. Personal OS (1970's - 1980)

eg MS-DOS, Apple DOS

### 4. GUI's OS (1980-90)

eg windows 95

└ mouse, icons drag

### 5. Networked OS (1990 - 2000s)

eg windows NT, novell netware

### 6. Mobile OS (2000 - 10's)

eg iOS, Google android

### 7. Cloud-based

└ on-line Service provider

i) SaaS (Software as a service)

ii) PaaS (Platform as a service)

iii) IaaS (Infrastructure as a service)

### 8. Multiprogramming & Multiprocessing OS

Note : 3 divisions of UNIX

Shell (user)



kernel (Heart of OS) [executes 1<sup>st</sup> & last prog]



- Kernel DS

1. Stacks (System calls)

L (LIFO)

2. Queue's (h/w device printer)

L (FIFO)

3. Trees

4. Lists (Memory Mgmt)

Contagious  
(Arrays)

Non-Cont

Linked list

Singly

doubly

Circular

info	add of next path
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Add prev node	↳	Add on next node
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