

Slide -1

Explain “Operating system is interrupt driven”

Slide – 2

Explain different types of storage structures (main memory / secondary memory)

Explain Multiprogramming vs Multitasking

Explain user mode and kernel mode of OS..how it works with diagram

Slide – 3

Explain Operating System Services + OS architecture diagram

Explain System Call and System Call parameter Passing with diagram

Explain Linkers and Loaders with diagram

Why Applications are Operating system specific? Explain

Explain different type of os structures like MS DOS, LINUX, Layerd, Microkernel with diagram

Slide – 4

Explain difference among program, process and thread

Process State diagram with explanation

Explain Process Scheduling with diagram(job, read, device queues)

Explain context switching with diagram

Different types of schedulers

Zombie process vs orphan process

Explain shared memory vs message passing

Blocking and Non blocking schemes

Explain windows Lpc with diagram(last slide diagram) *** (most important)

Slide – 5

Benefits of multithreading

Explain concurrency vs Parallelism

Data parallelism vs task parallelism

Explain 3 multithreading models with diagram