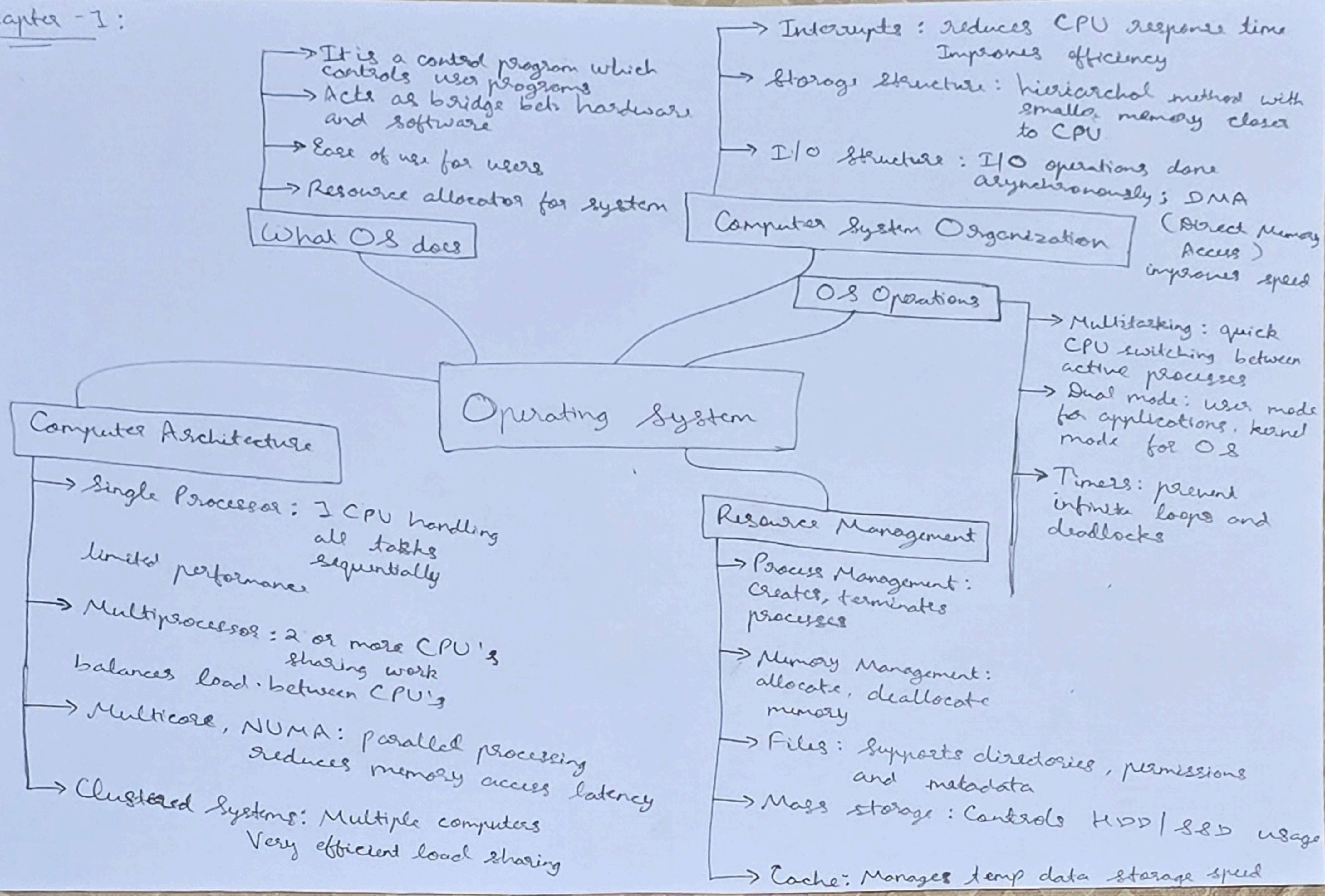


# Chapter - 1:





## Chapter-2 :

- Prog Execution: Run prog  
Provide support
- I/O Operations: Uniform access
- Communication: IPC support  
Share message
- Error detection
- Accounting: user level logs

### OS Services

- CLI: Text based commands  
Fast, efficient
- GUI: Icons, windows, menus  
User friendly
- Touch Interface: for touchscreen devices  
gesture input

### User Interface

### System Design

- User goals: ease, speed
- System goals: efficiency
- Mechanism: what to do
- Policy: how to do

### Operating System Structures

### System Calls

- Process control
- File Management
- Device Management
- Info maintenance
- Communication

### Linkers, Loaders

- Compile: src → obj
- Link: combine objects
- Load: into memory to run
- Static link: early binding
- Dynamic link: runtime libs

### System Structure

- Monolithic
- Layered
- Microkernel
- Modular
- Hybrid

### System Programs

- Status: CPU, memory
- Loading, Execution
- Communication
- Background