MCQ - 20 Command = 15
Short = 4×5 = 20 Obe = 15 (3 short) mid
Board = 3×10 = 30 (3 code) Final

Operating System

- Operating System concepts of by Abrohem Silbachate 10th Edition.
- Software hardware এর মধ্যে connection তৈরি করে = OS
- ★ Computer System
  1. Hardware
  2. Software
  3. OS
  4.
- ★ Compute system explanations b
- ★ OS responsibity b
- Local buffer = data store রাখে small memory.
- ★ Interupt কিভাবে কাজ করে. b
- ★ Interupt handler = ISR (Interupit Service Rountine
- ★ Computer system organization b
- ★ bootstrap program কি? s
- ★ fireware কি? s

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Lecture - 2

- Storage Diagram explain
- How to execute I/O
- DMA = Direct memory access (একটা packet-এ 1টা interrupt
- Why we use multiprocessor vs sig
- Multiprocessor - এর type and difference
- Clustering কী? type কী? vs Multipr
- How Multiprograming and Multitasking works and differences.
- Two mode user & Kernel
- Resource use করলে Kernel model আসে
- User mode থেকে Kernel-এ যেতে system call generate করে

Lecture - 3

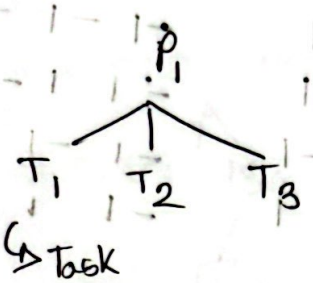
- Operating System-এর কি কি service থাকে
- system calls
- system calles type
- System programs
- Linker and Loads কিভাবে কাজ করে with example
- Implementation - এর policy
- Comparison of OS structure

Lecture-4

- Process defination :
- Process control ** Block diagram
- Process State ** with diagram
- context switching ** (CPU swich) digram
- Process scheduling *, diagram Queue Shdular Job to read long term ready to devi short
- Process creation and terminating *
- * What and Wat type of Inter process communication diagram
- Message passing implementation issues
- Direct and indirect communication difference.
- Shared memory
- Buffer
- 6 - Shduling criteria

Lecture-6

- Process এর ছোটো unit of execution = Thread



- Benefit of multi thread
- Parallelism vs. concurrency
- Data parallelism and task (s)
- Amdahl's law :-

2) S = .25 N = Resources = 2

P = 1 - .75

$$\text{speedup} \leq \frac{1}{.25 + \frac{.75}{2}} = 1.6$$

- Many to many vs one to one model
- Fork-Join
- Threading issues
- API