Chapter 10

* Application software
  + Software written to address specific needs – to solve problems in the real world
* System software
  + Software that manages a computer system at a fundamental level
* Operating system
  + Manages computer resources
  + Provides an interface through which a human can interact with the computer
  + Allows an application program to interact with these other system resources
* Multiprogramming
* Memory management
* Process
  + Program in execution
* Process management
* CPU scheduling
* Batch processing
  + Originally a method of organizing work for a computer system designed to reduce overhead by grouping together similar jobs.
  + One form avoided reloading system software. The jobs were collected into batches, each batch requiring a particular compiler, the compiler was loaded once, and the jobs submitted in sequence. If a job failed to compile, it took no further part in the processing.
  + The term has also come to be applied to the background process of jobs not requiring intervention by the user, which takes place on most muliccess system (.bat file)
* Timesharing system
  + A system that allows multiple users to interact with a computer at the same time
  + A technique, first invented by Christopher Strarehey for sharing the time a computer among several jobs, switching between them so rapidly that each job appears to have the computer to itself.
* Virtual machine
* Real-time system
* Response time
* Device driver
* Logical address
  + Reference to a stored value relative to the program making the difference
* Physical address
  + Actual address in main memory