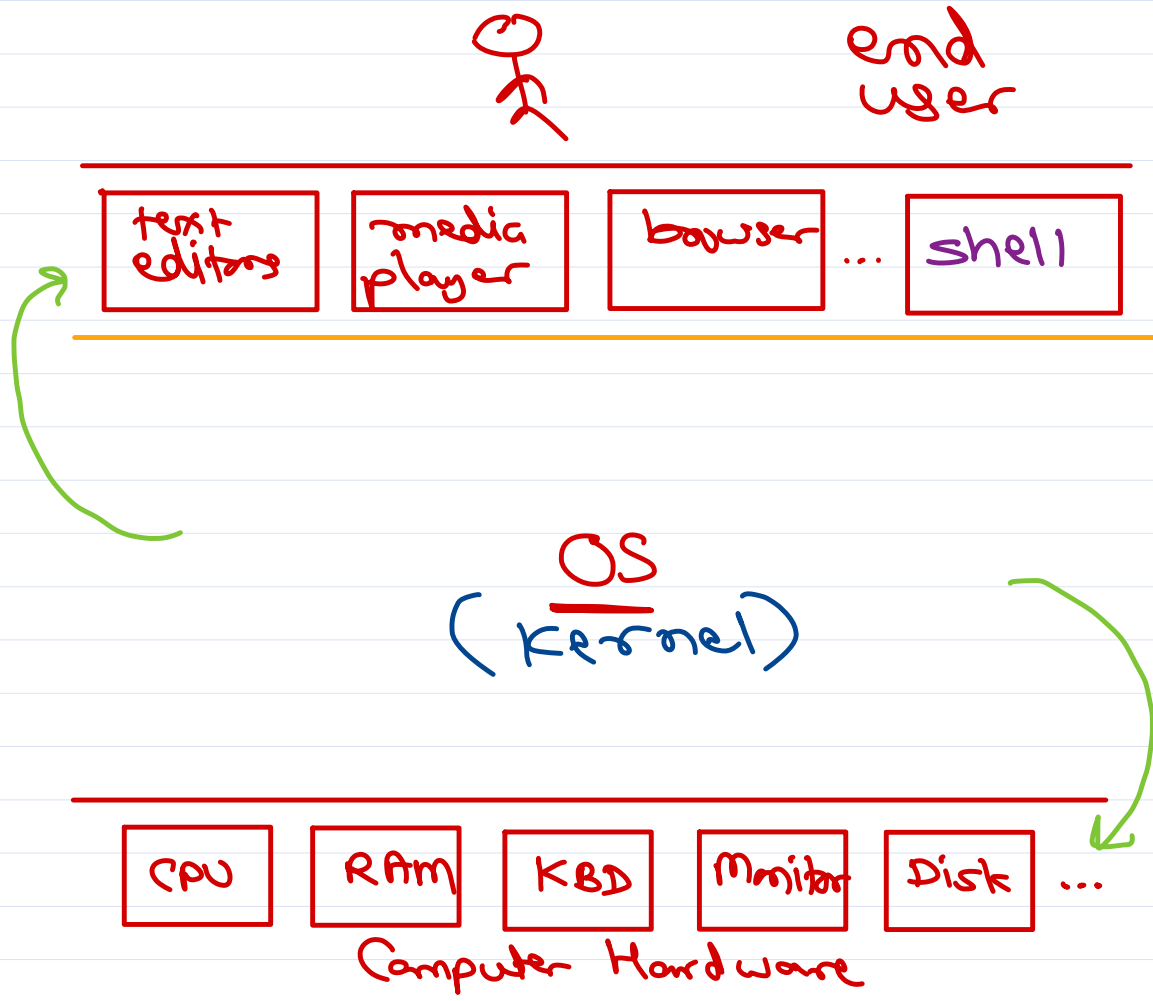


# Operating System Concepts

## *Sunbeam Infotech*



# What is OS?



programming

- ① end user  $\xrightarrow{\text{OS}}$  hardware
- ② applns  $\xrightarrow{\text{OS}}$  hardware
- ③ Control program
- ④ resource manager
- ⑤ CD/DVD  
= Core OS  
+ applications  
+ utilities
- ⑥ Kernel = Core OS



# OS functions

- ✓ ① process mgmt
- ② CPU scheduling
- ③ memory mgmt
- ✓ ④ file & io mgmt
- ✓ ⑤ hardware abstraction
- ⑥ networking
- ⑦ security & protection
- ✓ ⑧ user interfacing

must

optional



# Process

```
int n1 = 123; ← data
int n2; ← bss
int main() {
    pf("Hello");
    return 0;
}
```

3 magic number

Sym table:

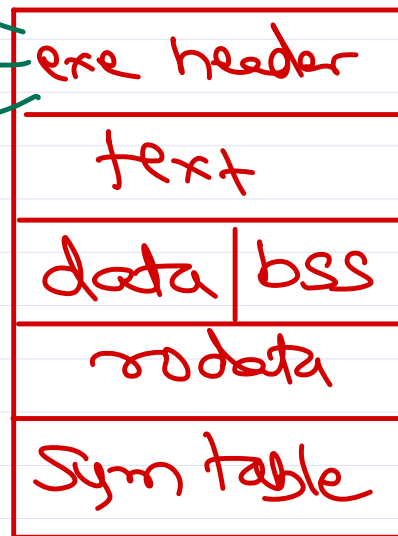
\* info about vars & fns (global & static)

- ✓ name
- ✓ addr
- ✓ size
- ✓ section
- ✓ flags

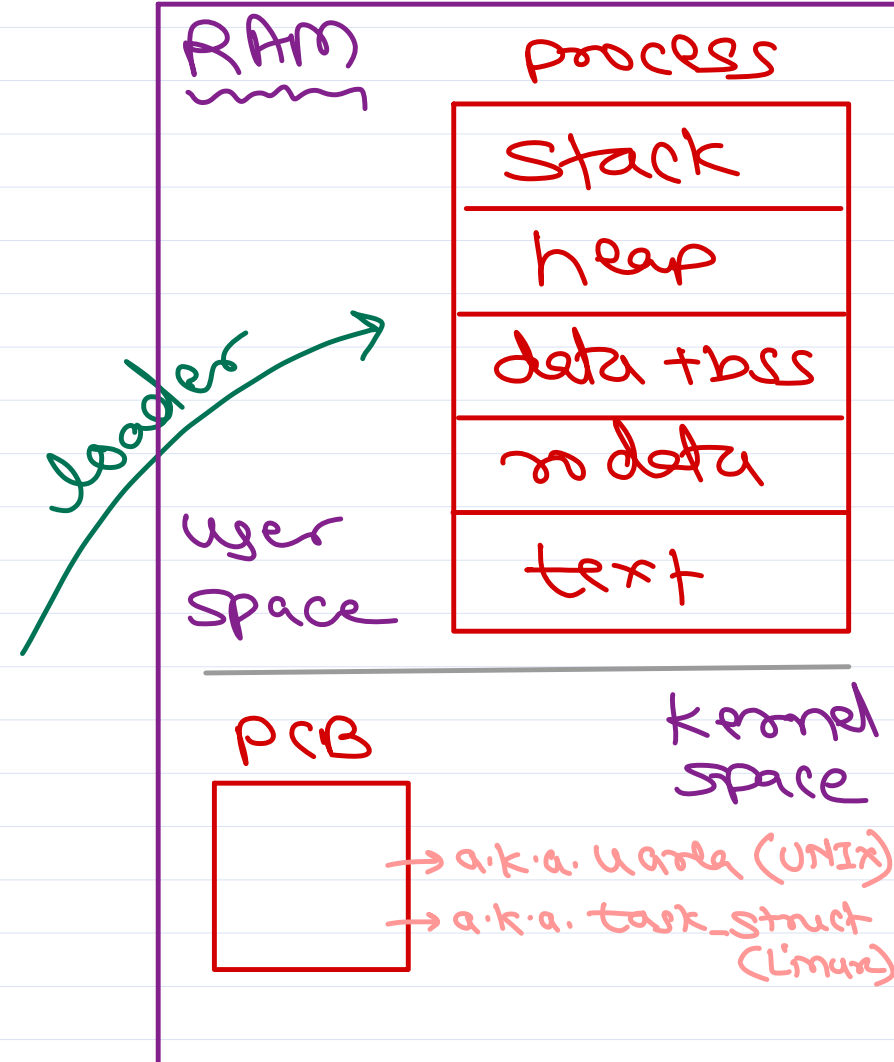
cmd >

objdump -t a.out

(sectioned binary)  
a.out



PE / ELF



PCB

- ① pid
- ② exit status
- ③ Sched info
  - state
  - time
  - priority
- ④ Files info
  - stdin (0)
  - stdout (1)
  - stderr (2)
  - ...
- ⑤ IPC info
- ⑥ mem info
  - base/limit
  - page table
- ⑦ kernel stack
- ⑧ exec. ctx.



UNIX Philosophy: ① Files have spaces and Process have lives.  
② Everything is file.

File = data + meta data  
 (Contents) (information)  
 ↓ ↓  
 data blocks file control block  
 a.k.a. inode (unix)

### FCB / inode contains

- |                          |   |                   |
|--------------------------|---|-------------------|
| ① type                   | → | <u>file types</u> |
| ② name*                  |   | - regular         |
| ③ user/group*            |   | d directory       |
| ④ permissions            |   | l link            |
| ⑤ size                   |   | p pipe            |
| ⑥ links*                 |   | s socket          |
| ⑦ timestamps             |   | c char device     |
| ⑧ info about data blocks |   | b block device    |
- \* not in unix  
 + in unix
- byte by byte data tx ex. kbd, ..  
 → block by block data tx ex. storage devices, ...  
 - sector (512 bytes).

File System: Way of organizing files on storage device



← disk partition →

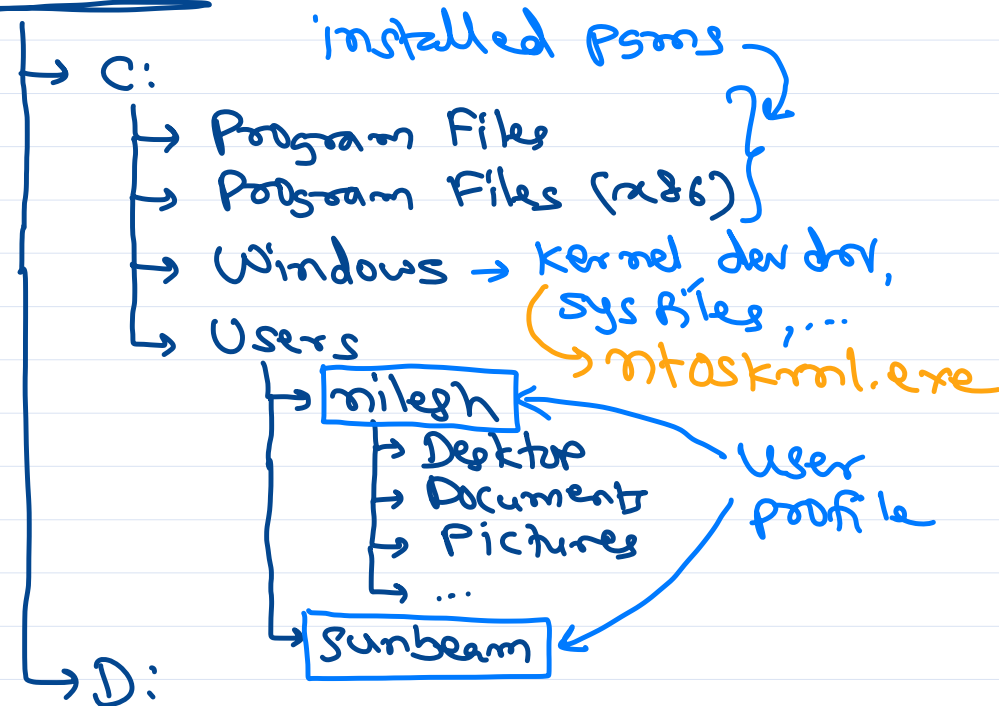
- ① Boot block / Boot Sector:
    - Bootstrap program, Boot loader, ...
  - ② Super Block / Volume Control Block:
    - info of whole part i.e. Label, blk size,
    - total num of data block, num of free blocks and info of free blocks.
  - ③ inode list / master file table:
    - FCB / inodes of all files.
  - ④ data blocks:
    - data blocks of all files.
- FS is created while format:
- Dos / win → format cmd.
  - Linux → mkfs cmd.



# File System Hierarchy

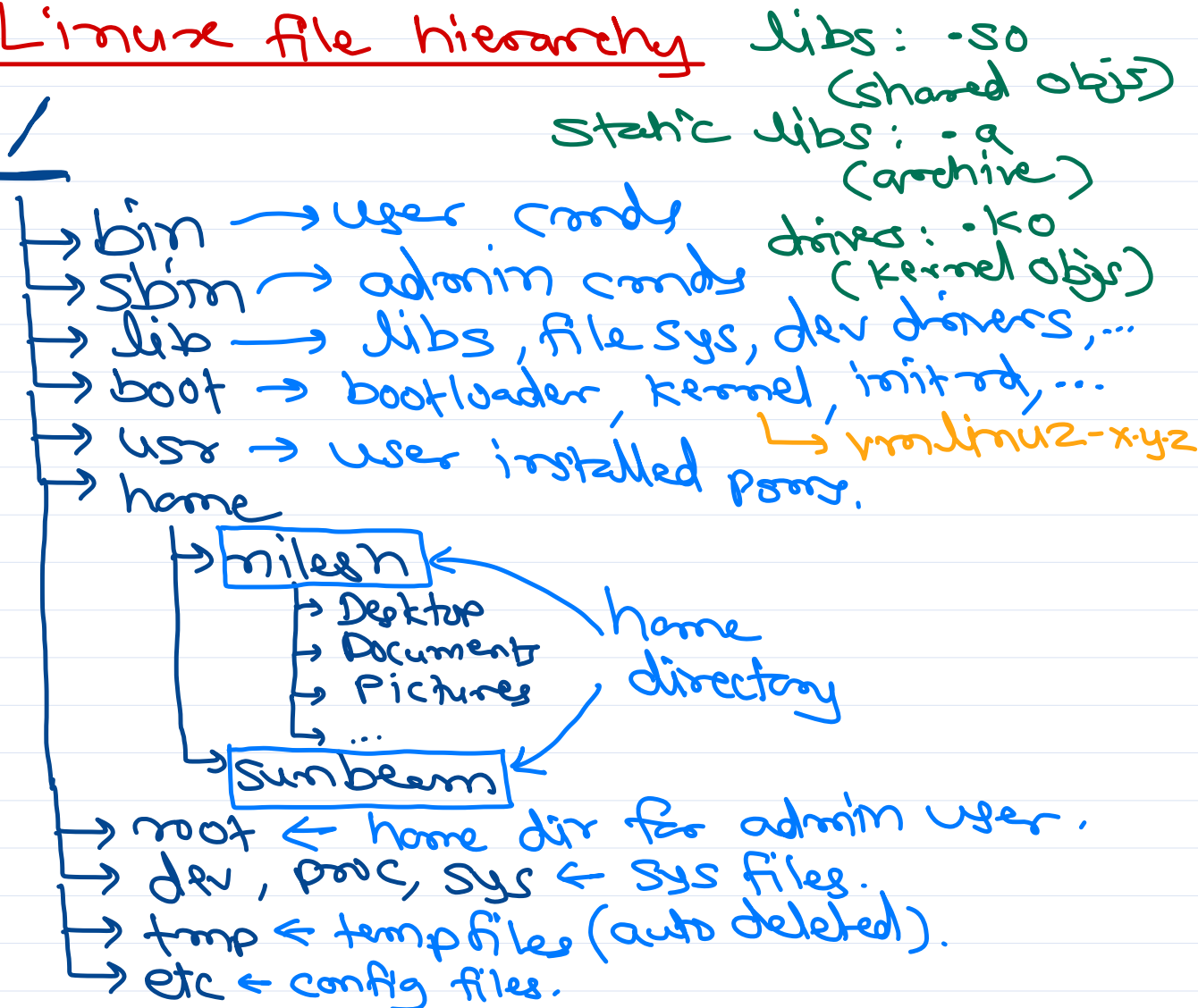
## windows file hierarchy

This PC



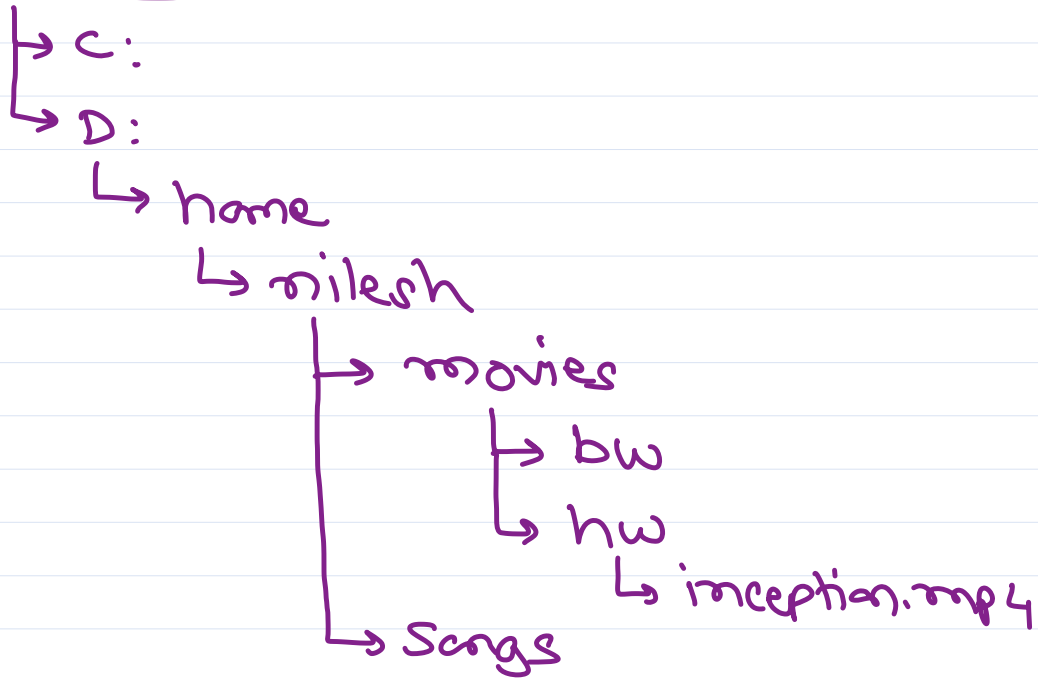
## Linux file hierarchy

/



# Absolute vs Relative path

This PC



This PC: D:\home\nilesh\movies\hw\inception.mp4 ← absolute path / full path  
start with drive letter.  
nilesh: movies\hw\inception.mp4  
hw: inception.mp4  
songs: ../movies\hw\inception.mp4 } ← relative path  
w.r.t. current directory



# Absolute vs Relative path



/home/nilesh/movies/hw/inception.mp4 ← absolute path / full path  
start with /.

nilesh: movies/hw/inception.mp4

hw: inception.mp4

songs: ../movies/hw/inception.mp4

} ← relative path  
w.r.t. current directory





# User interfacing

OS → UI is given by a special program.  
called as "shell".

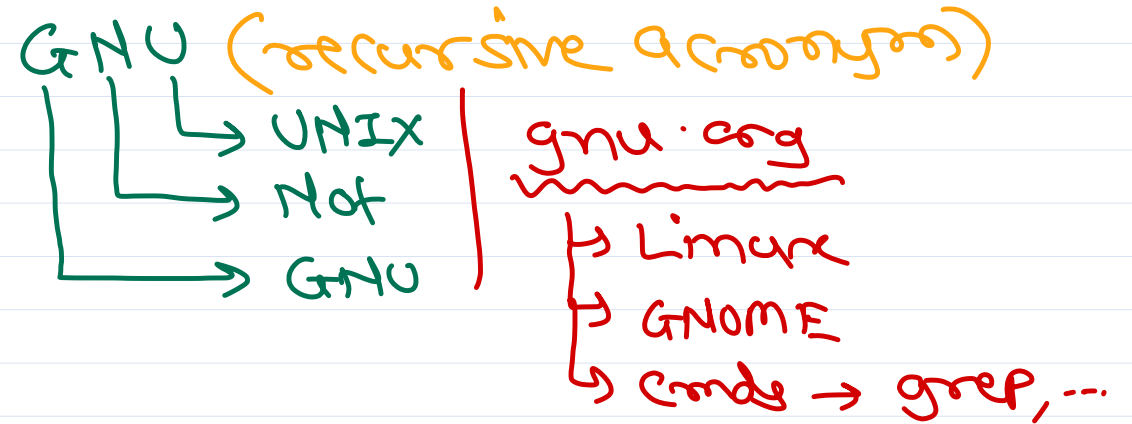
shell a.k.a. command interpreter.

end user cmds → shell → kernel.

shell types:

① GUI → Graphical UI

② CLI/CUI → Commandline/Console UI.



## Windows

✓ GUI → explorer.exe

✓ CLI → cmd.exe, powershell.exe

## Linux

✓ GUI standards → GNOME, KDE, XFCE, ...

✓ CLI → bash, ksh, csh, zsh, ...

terminal > echo \$SHELL





*Thank you!*

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