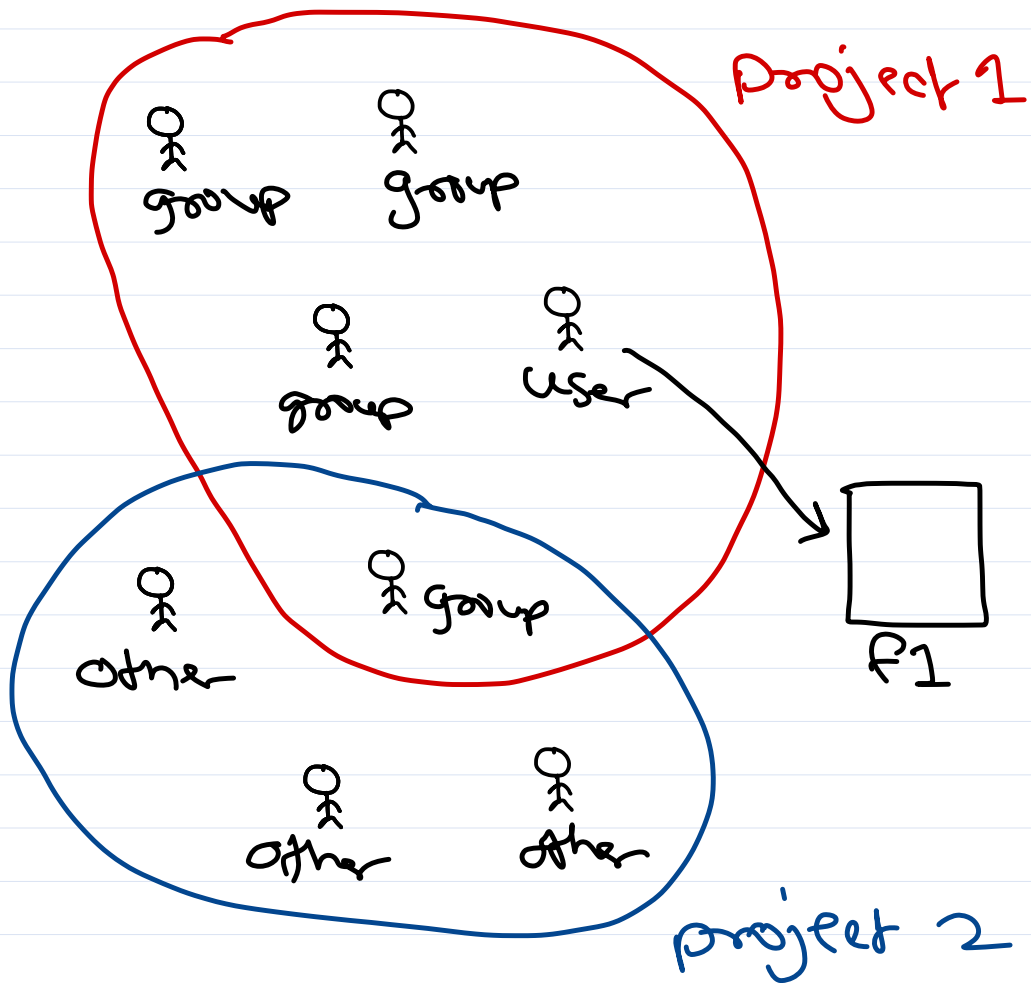


# Operating System Concepts

*Sunbeam Infotech*



# File permissions



In Linux, users are added into groups. When a new user is created, by default a new group created with same name.

Also there are predefined groups e.g. sudo, root, dial, ...

file → user and group.

file perm at 3 levels:

- user → rwx
- group → rwx
- other → rwx



# File permissions

chmod +x filepath ← give perm  
+w to ugo  
+r

chmod -x filepath ← remove perm  
-w from ugo  
-r

chmod g+w file ← give/revoke  
g-w file w to group

chmod u+w file ← give/revoke  
u-w file w to user

chmod o+w file ← give/revoke  
o-w file w to other

$\frac{rwx}{u} \quad \frac{rwx}{g} \quad \frac{rwx}{o}$

give perm:  $\frac{rwx}{111} \quad \frac{r-x}{101} \quad \frac{r--}{100}$   
7 5 4

chmod 754 filepath.

To change user/owner of file:

sudo chown user:group filepath.

(-R) → For all files in dir  
and subdirs recursively



# Booting

## ① Bootable device

- storage device whose first sector contains bootstrap program.

✓ Linux - (GrUB or LiLo)

✓ Mac OS X - Bootcamp

✓ Solaris - SILO

✓ BSD Unix - BTX

## ② Bootstrap program

- that loads OS kernel in RAM.

## ④ POST

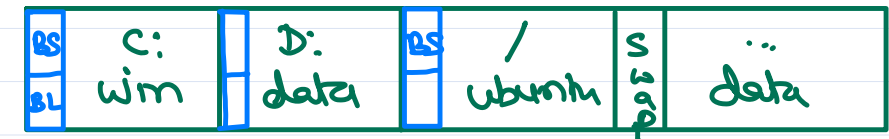
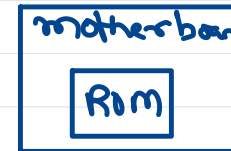
- program from BIOS Rom that execute when computer power on.

## ③ boot loader

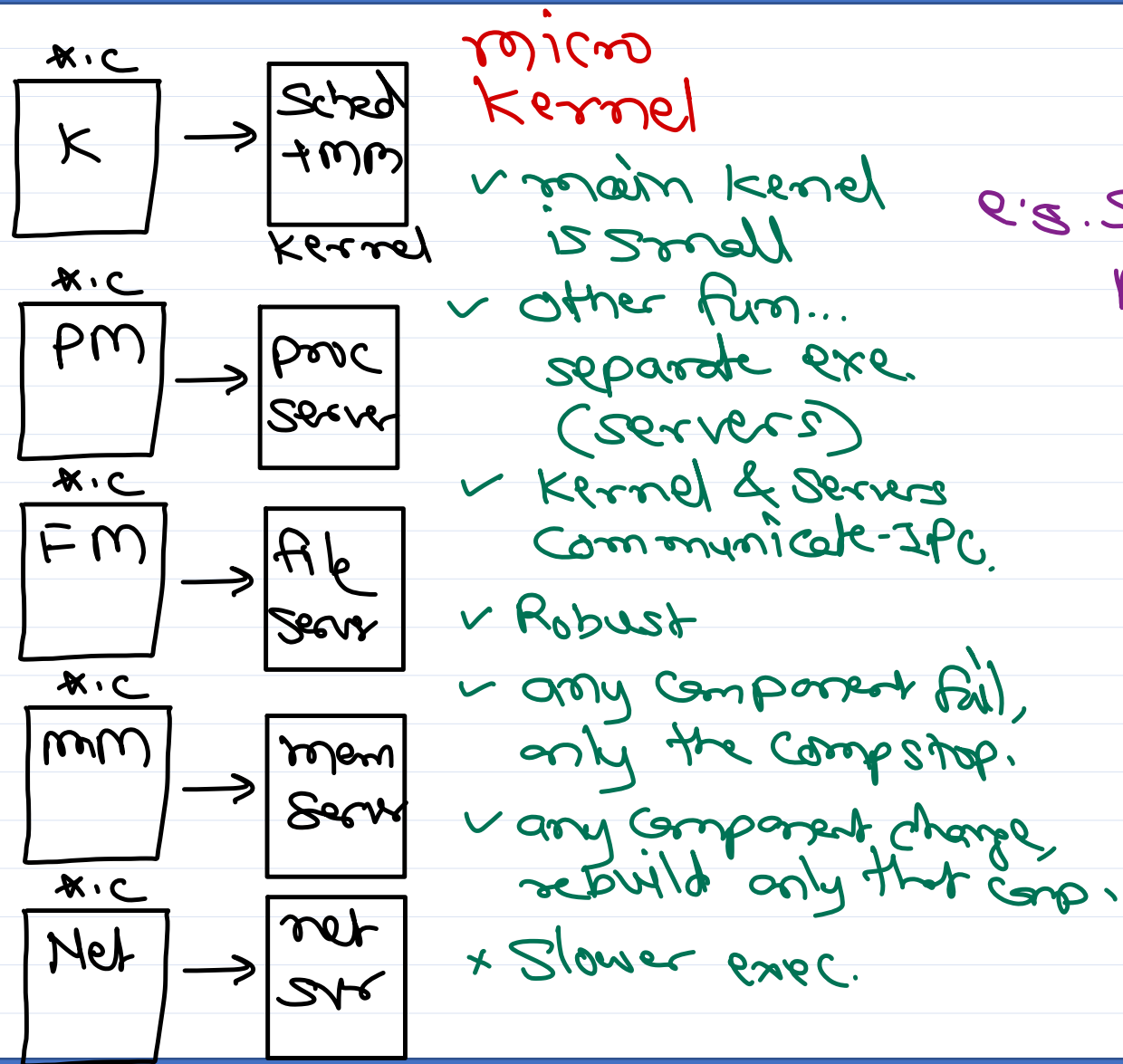
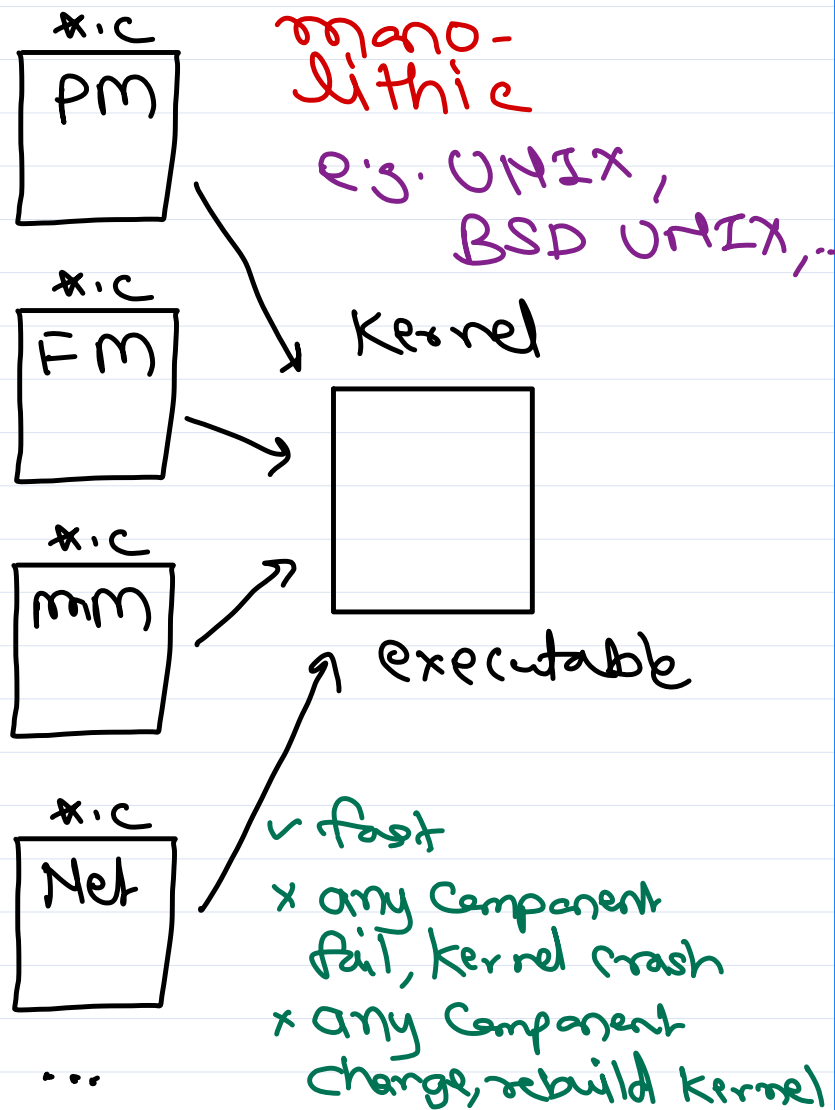
- resides in 2nd sector of bootable device.
- gives options to end user to select OS to boot.
- based on user option start bootstrap program of that OS.  
e.g. windows - ntldr (legacy),  
bootmgr (vista+)

## ⑤ Bootstrap loader

- Program from BIOS Rom that find the bootable device i.e. p.d. or disk or ...



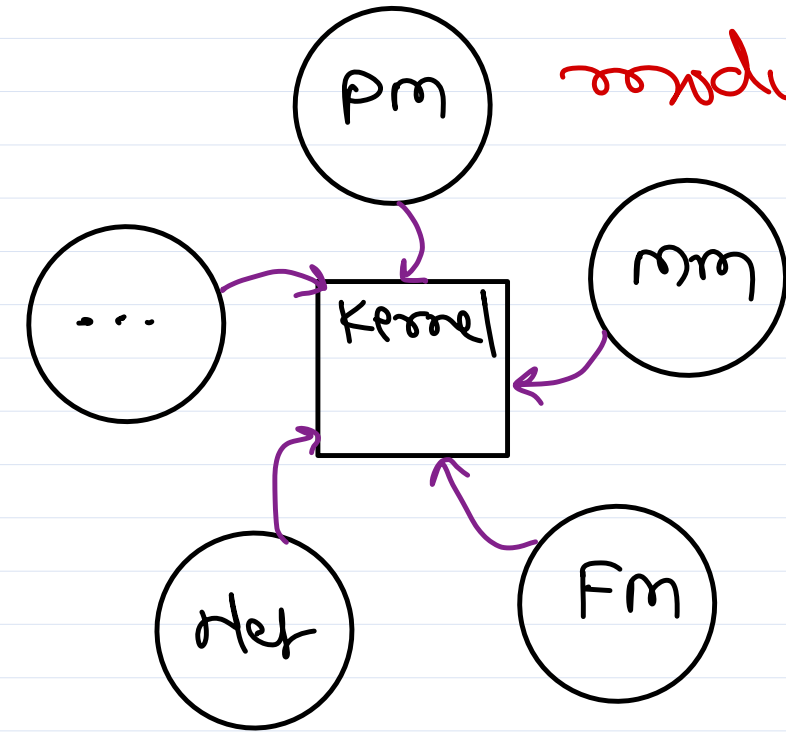
# OS Kernel Types



e.g. Symbian, MACH, QNX, ...



# OS Kernel Types



condular, e.s. Windows, ...

✓ Each Component  
is loadable module.

- ✓ when fn needed, module load in kernel at runtime, & execute in kernel process.

- ✓ since only one process, no Zpc need.
- ✓ execution faster.
- ✓ any Comp. change, only compile that Comp.
- x any Comp. fails, whole kernel crash.

## Hybrid

made from multiple kernel source codes.

e.g. Mac OS X

= BSD Unix + MACH  
a.k.a. Darwin (KNU)  
(UCB) ↓ mm  
Unix

# Linux Kernel

✓ mainly - monolithic

## ✓ Static Components

- mem mgmt
- CPU sched
- process & thread mgmt
- system calls
- ...

} → vmlinuz  
(kernel executable)  
↳ /boot dir

monolithic

## ✓ dynamic components

- file system (drivers).
- device drivers.

} → \*.ko  
(kernel modules)  
↳ /lib/modules dir

modular.

\* kernel source code: [www.kernel.org](http://www.kernel.org).  
code repo: [github.com](https://github.com)



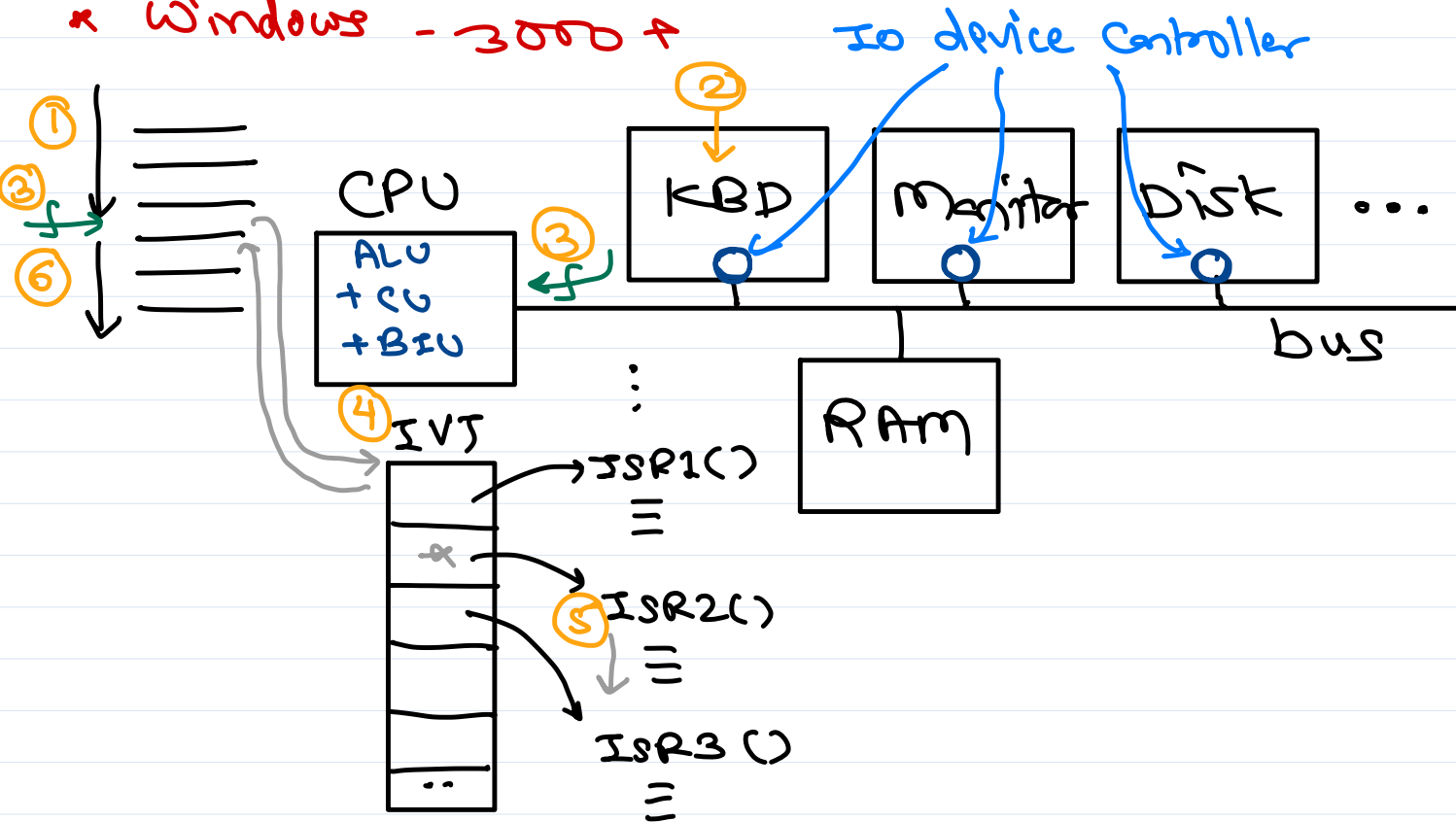
# System calls

\* fns exposed by kernel so that user prog access kernel fn.

\* UNIX - 64 sys calls

\* Linux - 300 +

\* Windows - 3000 +







*Thank you!*

Nilesh Ghule <nilesh@sunbeaminfo.com>

