



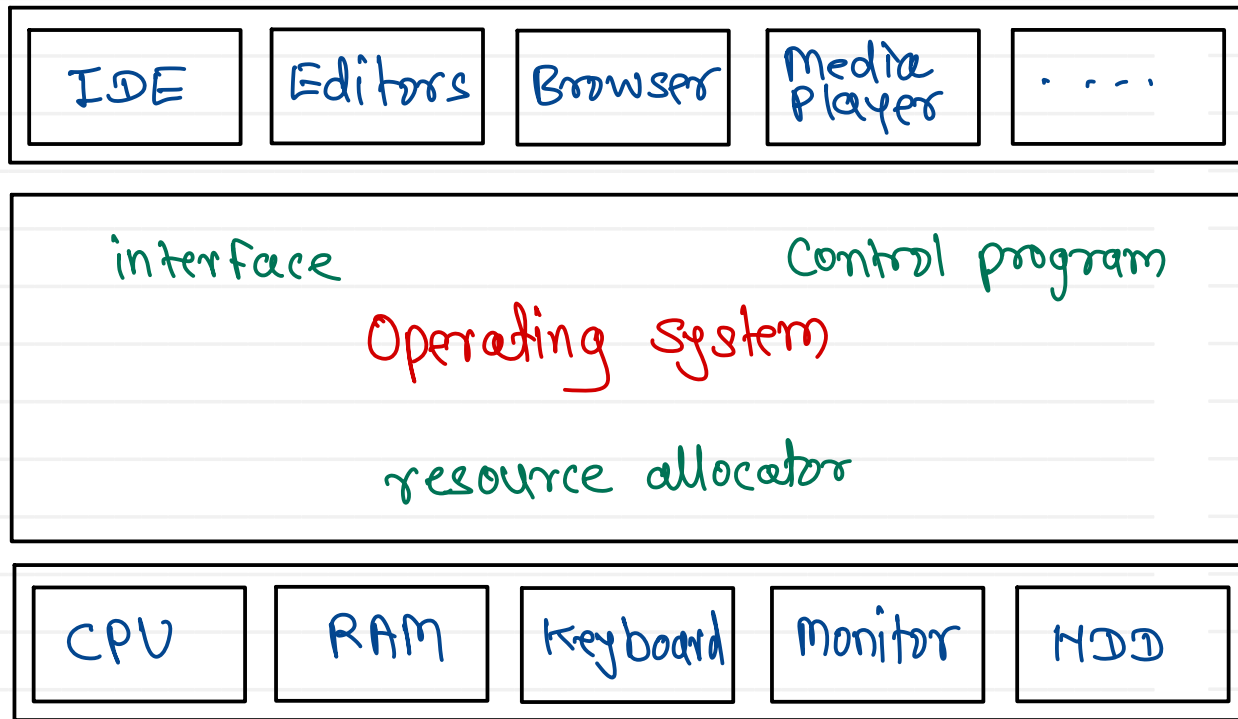
**Sunbeam Institute of Information Technology**  
**Pune and Karad**

## **Module - Concepts of Operating System**

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end user



- interface between end user & hardware

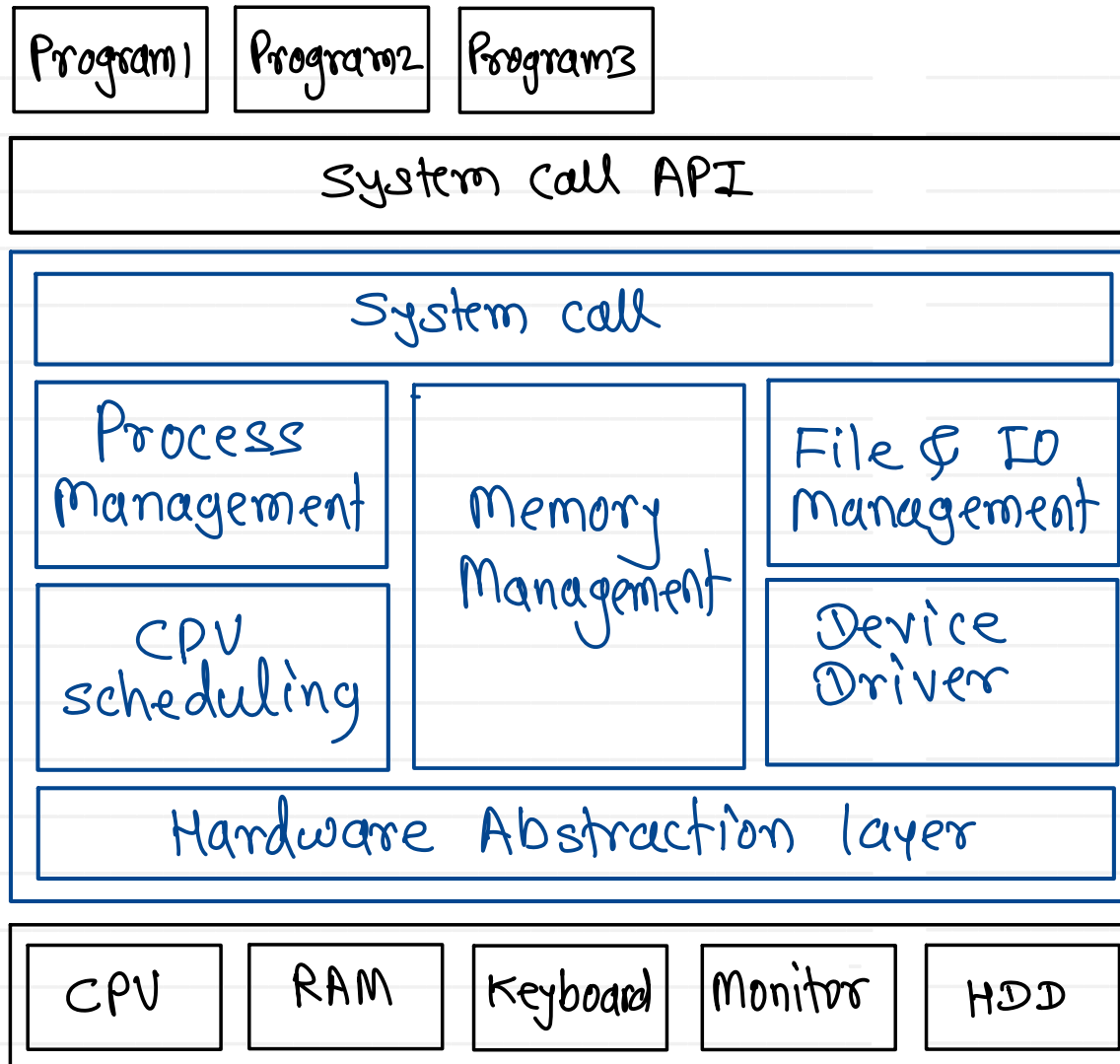
- interface between end user applications & hardware

- control program which controls execution of all programs running on it

- resource allocator/mgr which manages all h/w resources

CD/DVD/ISO - Core OS + App<sup>n</sup> s/w + system Utilities  
(kernel)

# Linux kernel architecture

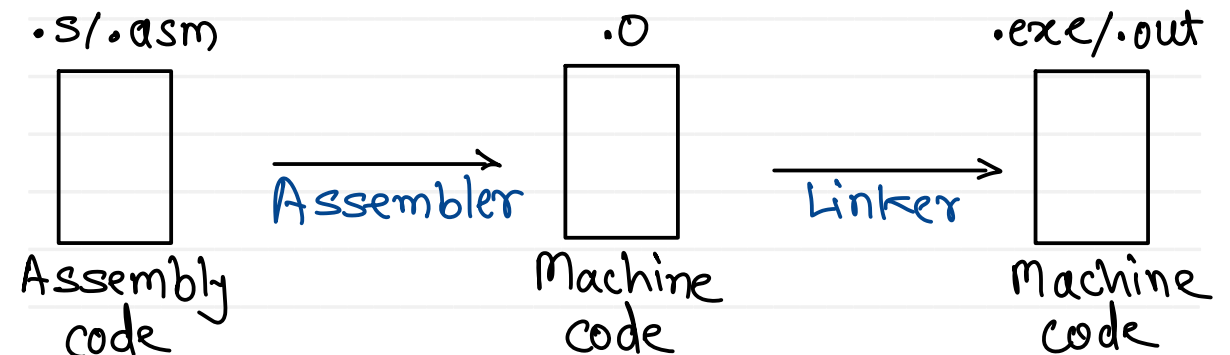
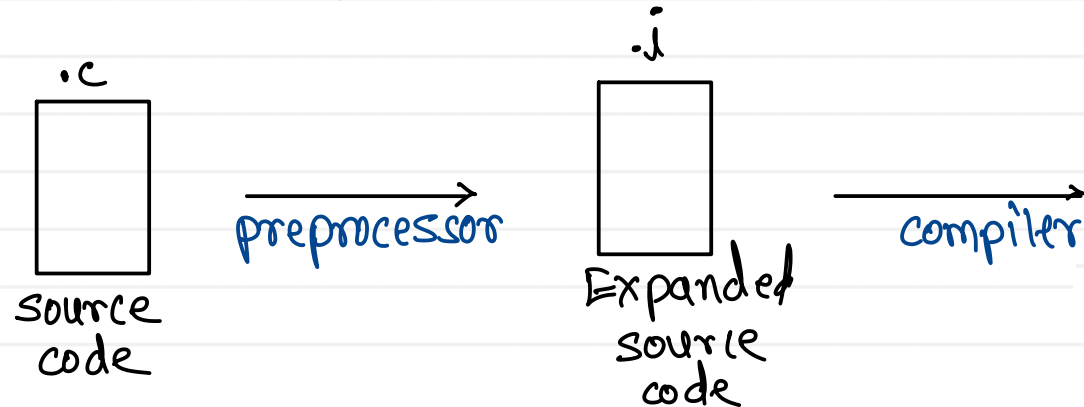
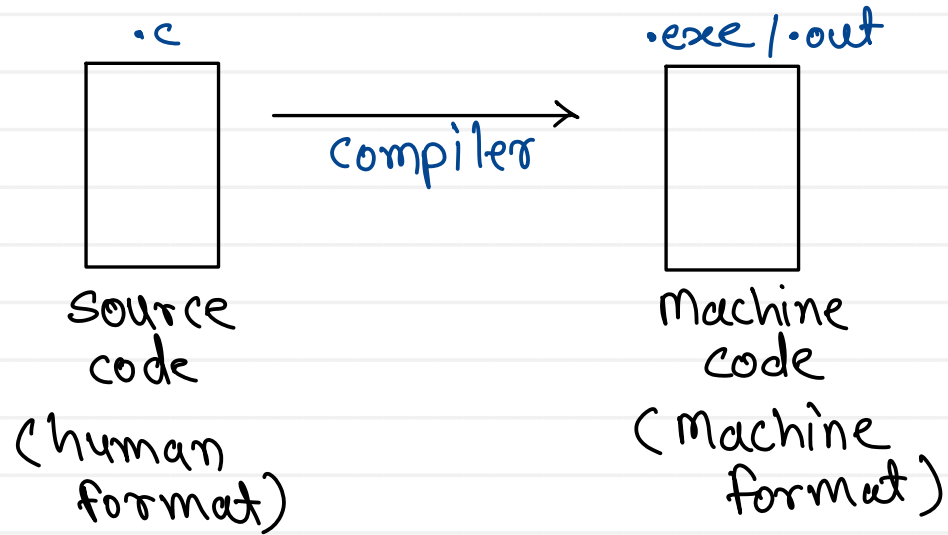


- Networking
- User interfacing
- security & protection

# Program compilation steps

Process : Program in execution

Program: Set of instructions to machine (CPU)



Toolchain : (gcc)

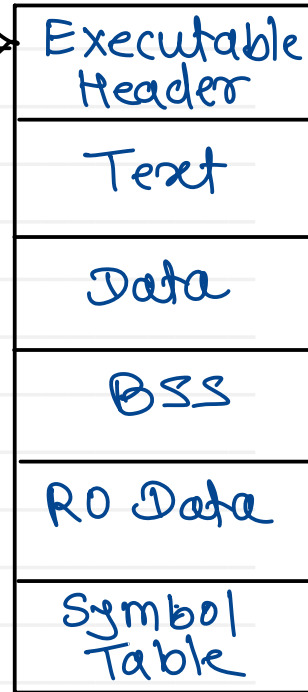
- set of tools which work on source code one by one to convert it into machine code.

1. Preprocessor (cpp)
2. Compiler (cc)
3. Assembler (as)
4. Linker (ld)
5. Debugger (gdb)
6. Utilities (make, objdump)

Program  
•.exe / .out

To read sections of executable  
use tools - readelf / objdump in  
linux

- info about program
  - type of program  
(CLI / GUI / library)
  - address of entry point  
function
  - info about remaining  
sections (start, end, size)
  - magic number
    - identity to file format
    - 2 or 4 bytes
- windows - .exe - Portable Executable  
↳ MZ
- Linux - .out - Executable Linking  
Format → ELF



(Sectioned binary)

Instructions of program in machine  
code format

initialized static & global variables  
`int num2 = 10;`

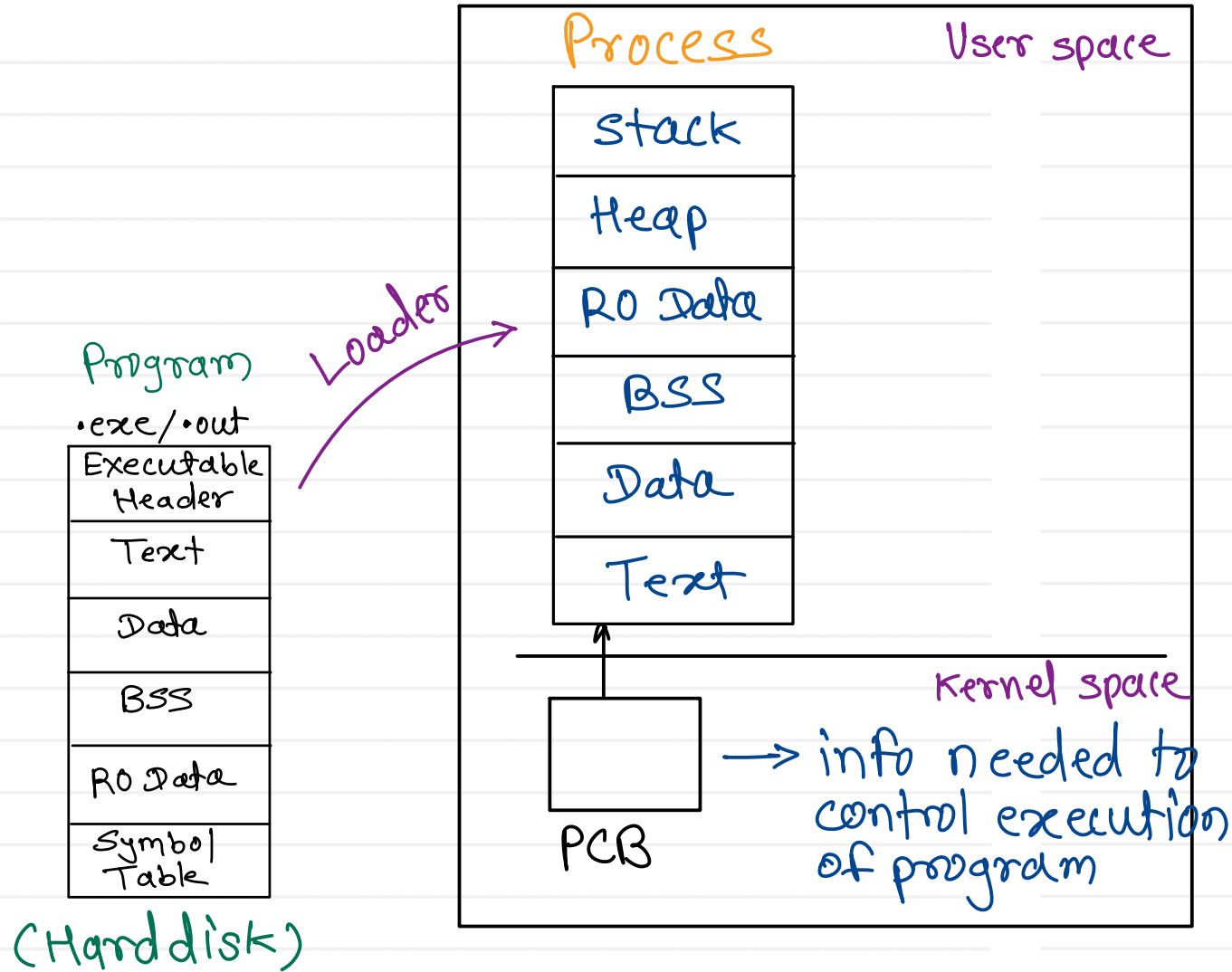
uninitialized static & global variables  
`int num1;`

Read Only data (string constants)

info about symbols  
- symbols are variables & functions  
of program

symbols {  
Var - name, addr, type, section  
fun - return type, name, addr, type args.

.class - 0xCFF BABE



PCB - Process descriptor  
↓  
struct task\_struct  
(sched.h)

1. pid, ppid
2. exit status
3. mem info (base, limit, segment/page table)
4. sched info (algo, prio, state...)
5. file info (opened files ....)
6. IPC info (signals .....
7. execution context
8. kernel stack

File : collection of data

File : data + metadata

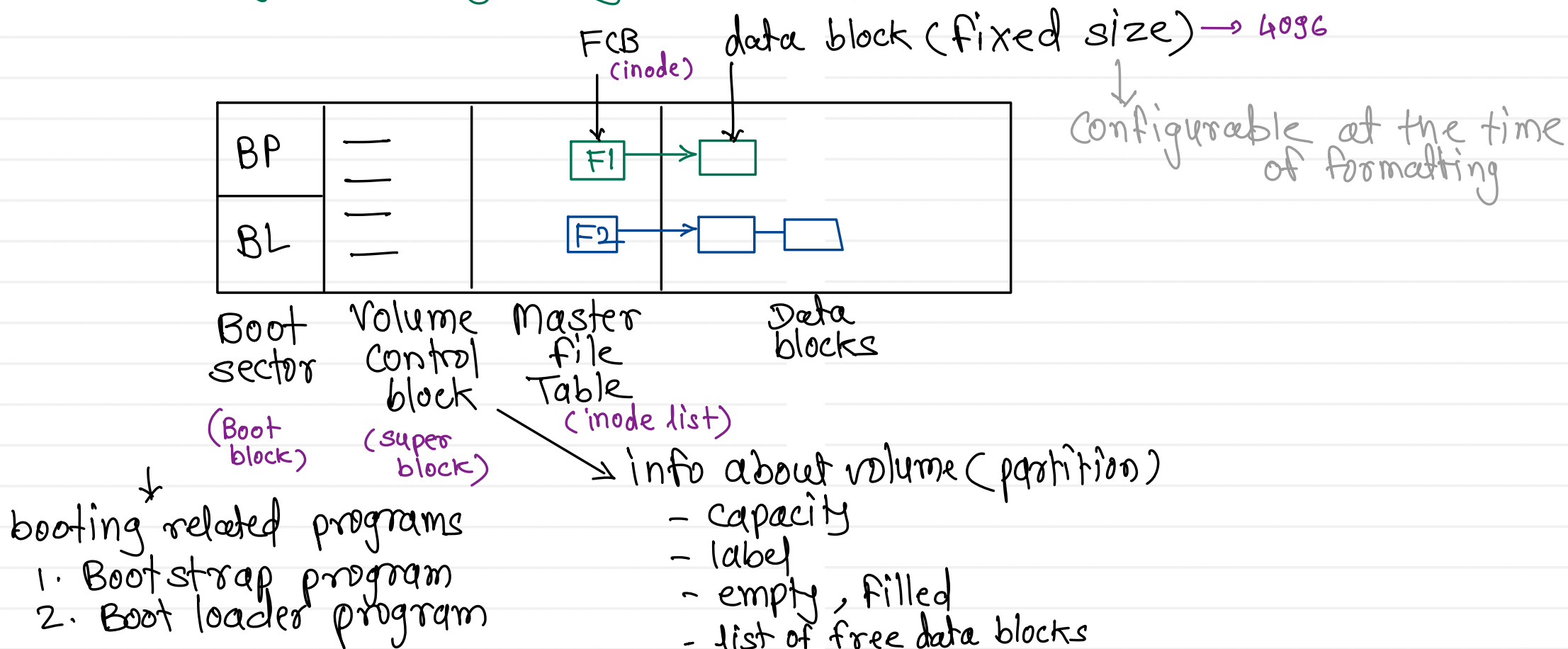
(Actual content) (information about file)

↓  
data block

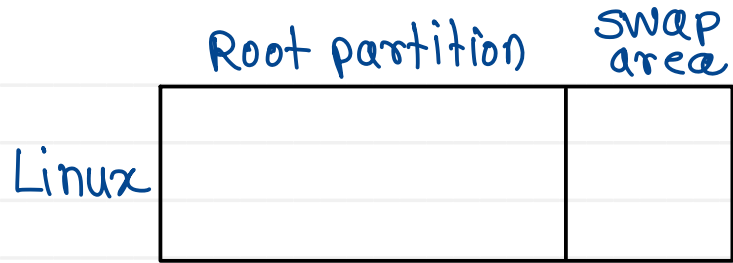
- name
- size
- type
- user/owner, group
- permissions
  - read/write/execute
  - user/group/others
- time stamps
  - create/modify/access
- no. of links
- info about data blocks

↓  
File Control Block (FCB)

## File system - organizing files on partition



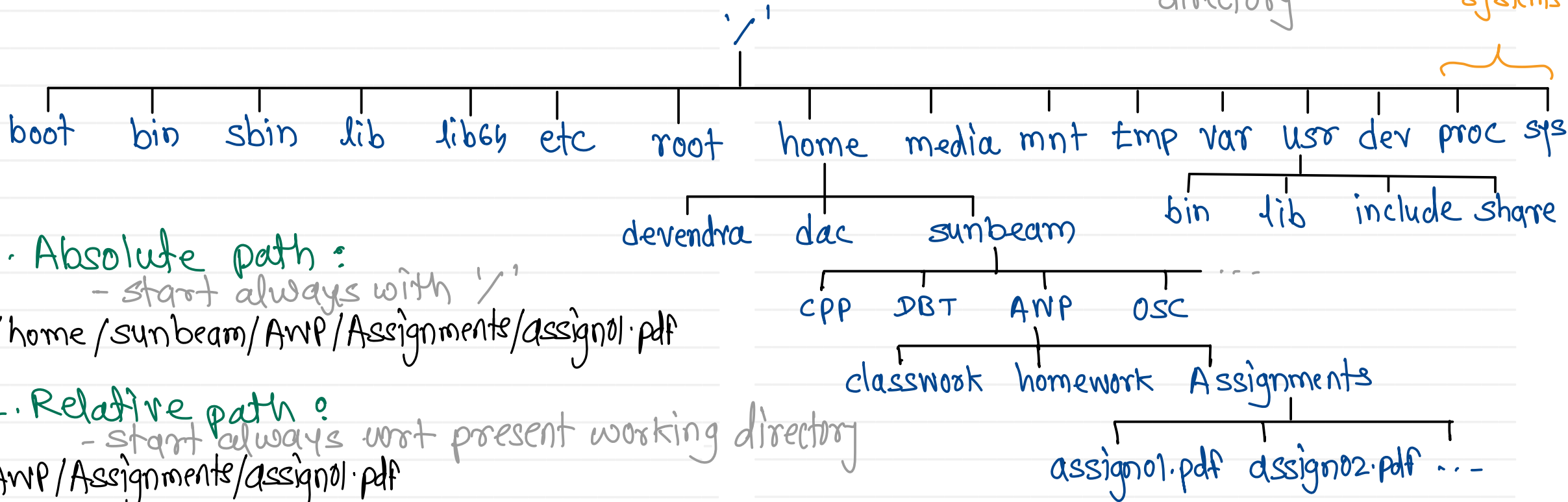




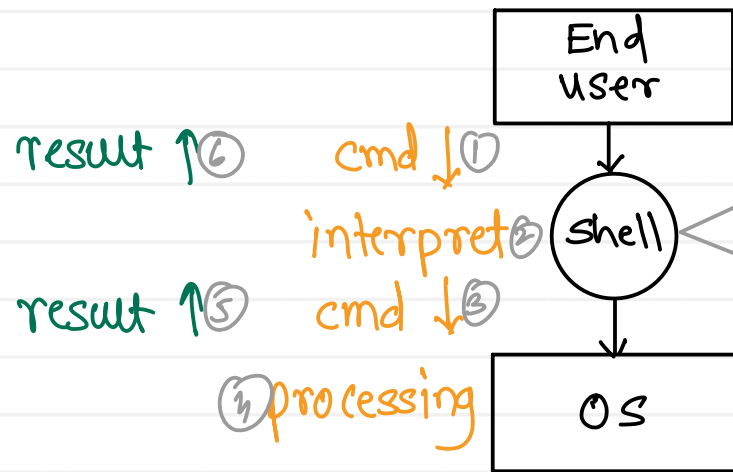
- linux follows root file structure
- starting point is root denoted by '/'

file → file  
folder → directory  
Administrator → super user  
admin → root

pseudo file systems



- user interfacing is provided by one of the program & it is called as "shell"
- shell is an intermediate bet<sup>n</sup> OS & user
- shell is a command interpreter



- in Vbuntu default shell is 'bash'

BASH - Bourne Again Shell

echo \$SHELL - will show default shell

chsh - to change default shell

CLI based shell (Command Line Interface)

Windows - cmd.exe, powershell.exe

Linux - bsh(sh), bash, csh, ksh, zsh

GUI based shell (Graphical User Interface)

Windows - explorer.exe

Linux - KDE (Kommun Desktop Env)

- GNOME

(GNU Network Object Model Env)



Thank you!!!

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