

# Operating System

total data transfer = Disk B.W

total time taken to service request

Q.6 → An OS is a program that controls the execution of application programs and acts as interface b/w the user of a computer & the computer hardware

# Contents

Hardware → Mem<sup>y</sup>, CPU, ALU, I/O device

System prog<sup>s</sup> → Compiler, Editor, Text Editor etc

## PART ONE ■ OVERVIEW

### Chapter 1 Introduction [1.1 to 1.4]

1.1 What Operating Systems Do	3	1.9 Protection and Security	29
1.2 Computer-System Organization	6	1.10 Distributed Systems	30
1.3 Computer-System Architecture	12	1.11 Special-Purpose Systems	32
1.4 Operating-System Structure	18	1.12 Computing Environments	34
1.5 Operating-System Operations	20	1.13 Open-Source Operating Systems	37
1.6 Process Management	23	1.14 Summary	40
1.7 Memory Management	24	Exercises	42
1.8 Storage Management	25	Bibliographical Notes	46

### Chapter 2 System Structures [2.1 to 2.6]

2.1 Operating-System Services	49	2.8 Virtual Machines	76
2.2 User Operating-System Interface	52	2.9 Operating-System Debugging	84
2.3 System Calls	55	2.10 Operating-System Generation	88
2.4 Types of System Calls	58	2.11 System Boot	89
2.5 System Programs	66	2.12 Summary	90
2.6 Operating-System Design and Implementation	68	Exercises	91
2.7 Operating-System Structure	70	Bibliographical Notes	97

## PART TWO ■ PROCESS MANAGEMENT

### Chapter 3 Process Concept [3.1 to 3.4]

3.1 Process Concept	101	3.6 Communication in Client-Server Systems	128
3.2 Process Scheduling	105	3.7 Summary	140
3.3 Operations on Processes	110	Exercises	141
3.4 Interprocess Communication	116	Bibliographical Notes	152
3.5 Examples of IPC Systems	123		

## Chapter 4 Multithreaded Programming [4-1 to 4-2]

- 4.1 Overview 153
- 4.2 Multithreading Models 157
- 4.3 Thread Libraries 159
- 4.4 Threading Issues 165

- 4.5 Operating-System Examples 171
- 4.6 Summary 174
- Exercises 174
- Bibliographical Notes 181

## Chapter 5 Process Scheduling [5-1 to 5-3]

- 5.1 Basic Concepts 183
- 5.2 Scheduling Criteria 187
- 5.3 Scheduling Algorithms 188
- 5.4 Thread Scheduling 199
- 5.5 Multiple-Processor Scheduling 200

- 5.6 Operating-System Examples 206
- 5.7 Algorithm Evaluation 213
- 5.8 Summary 217
- Exercises 218
- Bibliographical Notes 222



## PART THREE ■ PROCESS COORDINATION

### Chapter 6 Synchronization [6-1 to 6-6]

- 6.1 Background 225
- 6.2 The Critical-Section Problem 227
- 6.3 Peterson's Solution 229
- 6.4 Synchronization Hardware 231
- 6.5 Semaphores 234
- 6.6 Classic Problems of Synchronization 239

- 6.7 Monitors 244
- 6.8 Synchronization Examples 252
- 6.9 Atomic Transactions 257
- 6.10 Summary 267
- Exercises 267
- Bibliographical Notes 280

### Chapter 7 Deadlocks [7-1 to 7-7 Complete]

- 7.1 System Model 283
- 7.2 Deadlock Characterization 285
- 7.3 Methods for Handling Deadlocks 290
- 7.4 Deadlock Prevention 291
- 7.5 Deadlock Avoidance 294

- 7.6 Deadlock Detection 301
- 7.7 Recovery from Deadlock 304
- 7.8 Summary 306
- Exercises 307
- Bibliographical Notes 310

## PART FOUR ■ MEMORY MANAGEMENT

### Chapter 8 Memory-Management Strategies [8-1 to 8-6]

- 8.1 Background 315
- 8.2 Swapping 322
- 8.3 Contiguous Memory Allocation 324
- 8.4 Paging 328
- 8.5 Structure of the Page Table 337

- 8.6 Segmentation 342
- 8.7 Example: The Intel Pentium 345
- 8.8 Summary 349
- Exercises 350
- Bibliographical Notes 354

## Chapter 9 Virtual-Memory Management [9.1 to 9.6]

- 9.1 Background 357
- 9.2 Demand Paging 361
- 9.3 Copy-on-Write 367
- 9.4 Page Replacement 369
- 9.5 Allocation of Frames 382
- 9.6 Thrashing 386
- 9.7 Memory-Mapped Files 390
- 9.8 Allocating Kernel Memory 396
- 9.9 Other Considerations 399
- 9.10 Operating-System Examples 405
- 9.11 Summary 407
- Exercises 409
- Bibliographical Notes 416

## PART FIVE ■ STORAGE MANAGEMENT

### Chapter 10 File System

- 10.1 File Concept 421
- 10.2 Access Methods 430
- 10.3 Directory and Disk Structure 433
- 10.4 File-System Mounting 444
- 10.5 File Sharing 446
- 10.6 Protection 451
- 10.7 Summary 456
- Exercises 457
- Bibliographical Notes 458

### Chapter 11 Implementing File Systems

- 11.1 File-System Structure 461
- 11.2 File-System Implementation 464
- 11.3 Directory Implementation 470
- 11.4 Allocation Methods 471
- 11.5 Free-Space Management 479
- 11.6 Efficiency and Performance 482
- 11.7 Recovery 486
- 11.8 NFS 490
- 11.9 Example: The WAFL File System 496
- 11.10 Summary 498
- Exercises 499
- Bibliographical Notes 502

### Chapter 12 Secondary-Storage Structure

- 12.1 Overview of Mass-Storage Structure 505
- 12.2 Disk Structure 508
- 12.3 Disk Attachment 509
- 12.4 Disk Scheduling 510
- 12.5 Disk Management 516
- 12.6 Swap-Space Management 520
- 12.7 RAID Structure 522
- 12.8 Stable-Storage Implementation 533
- 12.9 Tertiary-Storage Structure 534
- 12.10 Summary 543
- Exercises 545
- Bibliographical Notes 552

### Chapter 13 I/O Systems

- 13.1 Overview 555
- 13.2 I/O Hardware 556
- 13.3 Application I/O Interface 565
- 13.4 Kernel I/O Subsystem 571
- 13.5 Transforming I/O Requests to Hardware Operations 578
- 13.6 STREAMS 580
- 13.7 Performance 582
- 13.8 Summary 585
- Exercises 586
- Bibliographical Notes 588



# Computer Networks

Chapter 1 → Full Reading

Chapter 2 → 2.1, 2.2, 2.5 → Just Read  
2.3, 2.4 → Important

Chapter 3 → Bit rate, Bit length,  
Attenuation, Distortion, Noise,  
Nyquist Bit rate, Bandwidth,  
Throughput, latency, Jitter

Chapter 4 → Reading upar-upar se  
dekhlo

Chapter 5 → Just definitions dekhlo

Chapter 6 → Easy hai → complete 6.1 & 6.2

Chapter 7 → Easy Theory → 7.1 & 7.2

Chapter 8 → Small one → 8.1 - 8.3

Chapter 10 → Full

Chapter 11 → Important → full

Chapter 12  $\rightarrow$  Just watch videos  
on Easy Engineering Classes  
(Youtube)

Chapter 14  $\rightarrow$  Bluetooth

Chapter 16  $\rightarrow$  Normal read ~~mode~~ <sup>macro</sup> bs

Chapter 18  $\rightarrow$  18.1 & 18.2  $\leftarrow$  Sirf read

Chapter 19  $\rightarrow$  Zip  $\rightarrow$  Full

Chapter 21  $\rightarrow$  21.1 & 21.3

Chapter 22  $\rightarrow$  22.3 & 22.4

Chapter 23  $\rightarrow$  23.1 to 23.3

Chapter 24  $\rightarrow$  24.1 to 24.3, 24.6



Chapter 25 → DNS (25.2)

Chapter 26 → EMAIL

Chapter 30 → Slideshare pe search  
(31) Krlena, badia notes  
miljaenge

Chapter 32 → 32.1, 32.4



# DBMS|

Chapter 1 → Introduction

{ bs upon upon se dethele, Jyada 'focus rhi karna qbs idea dena hi }

Chapter 2 → Full

Chapter 3 → Full

Chapter 4 → (4.1 - 4.5)

Chapter 5, 6 → No need

Chapter 7 → ~~is~~ just se know to convert Database

⇒ ~~convert~~ from Relational to ER model  
⇒ vice versa

Chapter 8 → Full (Normal forms khat important)

Chapter 9 → X No need

Chapter 10 → Nazas meanto thori si (Optional)

Chapter 11 → Full (Very important)

Chapter 12 → 12.1 to 12.5 (Normally padhlo bs)

Chapter 13 → X No need

Chapter 14, 15 → Important Full

Chapter 16 → 16.1 to 16.6