

OPERATING SYSTEMS – overview contd.

Quick Overview of Usability

- View point of ease of use and user convenience
- Windows 8 – classical case of failure model on usability count
- Typically Aimed at SmartPhone Setup (Sliding Generation!!)
- Carried over to Desktop – Miserable Failure
- Simple Task of Shutdown was a Real **TREASURE HUNT**
- Case of **Mental Model Violation** - Cognitive Science
- Modern Software Design Focus – create used, useful and usable systems! – More on usability refer to Jacob Nielsen Website – **Nielsen Norman Group**

Multiprocessing Benefit v/s Good Software Design

Moore's law – number of transistors in a dense integrated circuit doubles approximately every two years – dramatic increase in computing power and decrease in relative price at exponential pace

Nicklaus Wriths law - software is getting slower more rapidly than hardware is becoming faster