

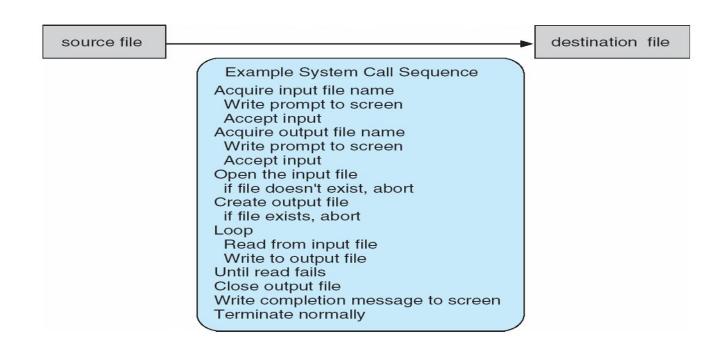
Operating System and Structures

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System Calls

- The System Call is the programmatic way in which a computer program requests a service from the kernel of the OS
- These are generally available as routines written in C/C++/Java





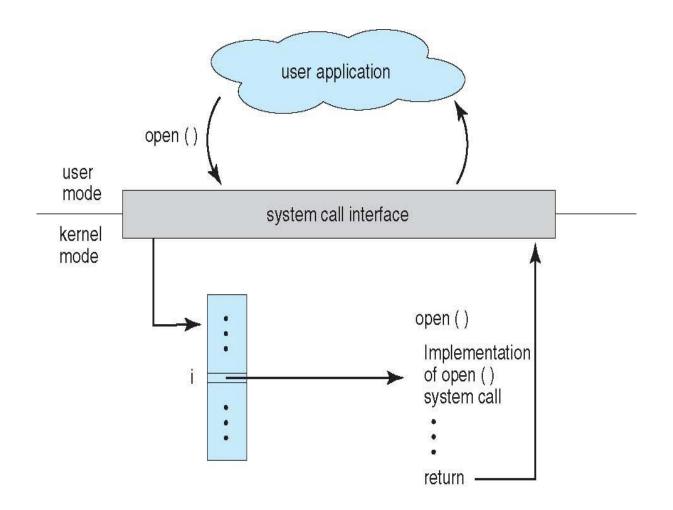
System Calls

- Systems Execute thousands of system calls per second.
- Most programmers never see this detail.
 Programmers design the program according to API.
 (Application Programming Interfaces)
- API are set of functions that are available to the application including the parameters to the functions and return values the programmer can expect
- The most common API are Win32 API, JavaAPI and POSIX API
- API defines a proper way for a developer to request services from another software/program

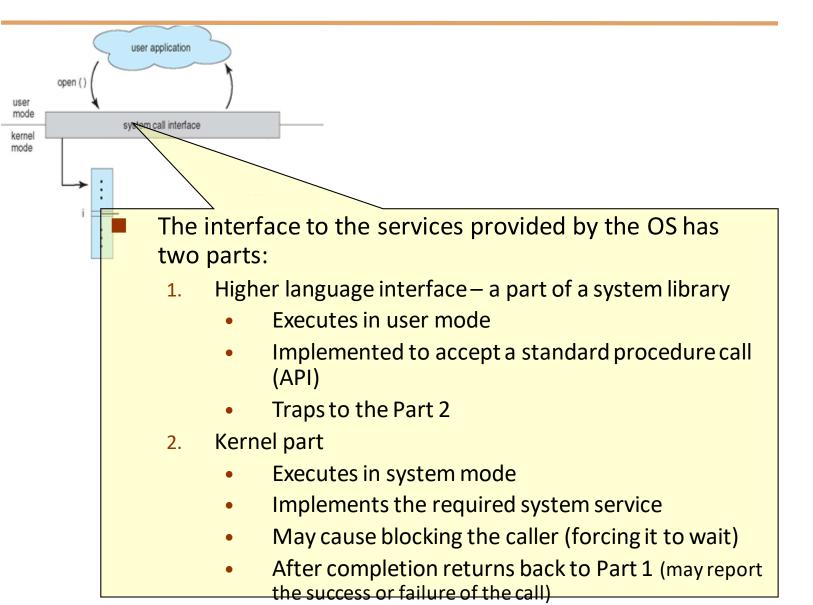


- A system library routine is called first
- It transforms the call to the system standard (native API) and traps to the kernel
- Control is taken by the kernel running in the system mode
- According to the service "code" (indexed number), the interface invokes the responsible part of the Kernel
- Depending on the nature of the required service, the kernel may block the calling process
- After the call is finished, the calling process execution resumes obtaining the result (success/failure) as if an ordinary function was called

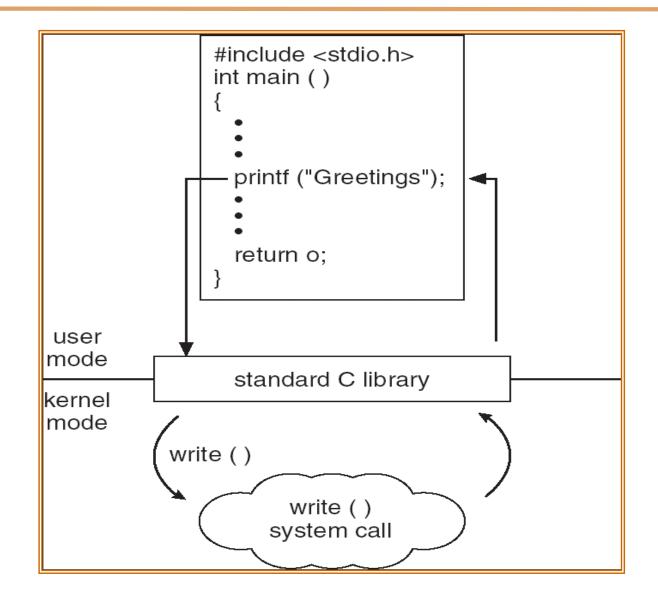
















THANK YOU

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