

2C30358

D	D	M	M	Y	Y	Y	Y
1	2	0	1	2	0	2	4

Test - 01

Module - 1

2a. Virtual Machine

Virtual Machine is a System Software and virtual interface between computer user and computer hardware.

- * virtual machine ab is that it abstracts the hardware.
- * It creates Virtual environment to the process as it has its own processor and own memory.
- * It helps to maintain the time process and the interface b/w software system and hardware.
- * VM ware was first introduced by IBM in 1992

Process	process	process	process
Kernel	Vm1	Vm2	Vm3
Kernel	kernel	kernel	kernel
Hardware	Virtual machine instructions	hardware	hardware

VM - Virtual machine or Virtual environment

Virtual machine

In Virtual Machine the host creates the Virtualization is the host for the process is VM. Virtualization is the main host for the virtual machine and other all VM are called as guest processes in the process.

DD MM YYYY

VM - Virtual Machine

Host Virtualization is the main host of VM. In the Virtual Machine there will be VMs are called Guest VMs.

Virtual Machine

- ① Virtual machine is that which is virtually creates a illusion ~~so that the~~ ~~it assumes~~ that it has its own memory, process and it has its own processor and kernel etc.

②) If system call is process of giving commands for the process, so it is user interface to manage the process by the user.

- * In system calls we mainly 5 types
- * Job process Control
- * File Field management
- * Device management
- * Information maintenance
- * Communication

Process Control

Process Control we input, access the data and if it has sleep, fork(), enter(), write and exit() commands in the process control.

D D M M Y Y Y Y

2) field management

field management refers to the use of the system calls it manages the field process in the operating system.

3) Device management

the last time I saw him he was very ill and I am afraid he will die.

4) information, maintenance, and plan

in which it will now be found to consist of the
old name with a new title or name
of its own, such as the Architectural
Magazine, &c., &c. But when we come to the
newly established and somewhat older periodicals,
we find a different condition.

2) Communication:-

2. The following is a list of the names of the members of the family.

D	D	M	M	Y	Y	Y	Y

Module - 2

3 a) Interprocess Communication is the process is done by it self and process is been shared by them selfs in inter process communication we have two methods

- 1) Independent Communication
- 2) Co-processor Co-dependent

1) Independent :- it can't affected by other and also it will not be effected by it self it is independent.

2) Co-dependent - It is affected by the other entity and also effects by its self.

* Interprocess communication share the memory and also passes the messages to the other entity so the inter process will be clear and its the process has been communicated between the process.

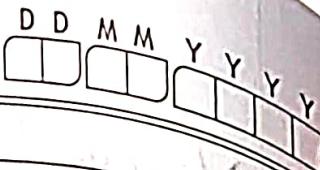
* Interprocess communication is mainly for message passing and sharing process to the memory.

* Interprocess is the communication between two threads of same process

D	D	M	M	Y	Y	Y	Y

Message Passing - In Interprocess Communication we see that the message has passing through the entities and the messages are being shared whether the process in Interprocess communication it make message passing whether the process has been completed by the process or and interprocess operation in the process.

Shared Memory - In, by the Shared memory we can share the memory or space to the other entity for the process; it is done in the Interprocess Communication, it communicates with other entities. It shared the messages to the other thread of the interprocess communication.



3b

Multi-threading models

Multi-threading is the process between user nodes & kernel

We have two types in multi-threading

User mode - In user can't access the nodes directly and the operating system has the direct access to the nodes

Kernel mode - In kernel it access the node without any interrupt or any other disturbance.

In Multi-threading, we have 3 types

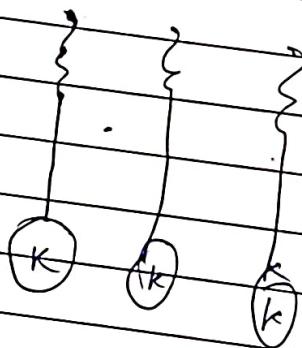
one to one

one to many

many to many

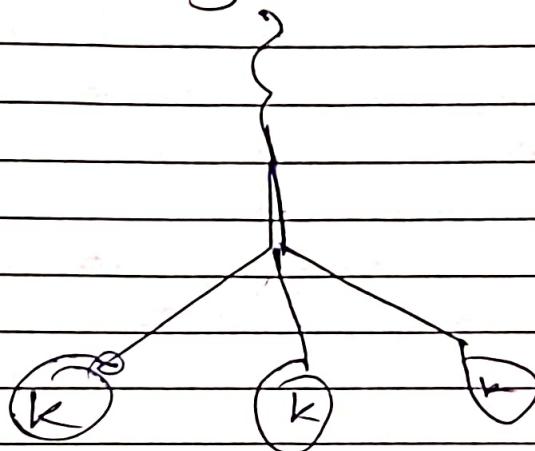
One to One

One to One threading the node is can directly pass to the kernel to the destination. It can't be interrupted or disturbed easily.

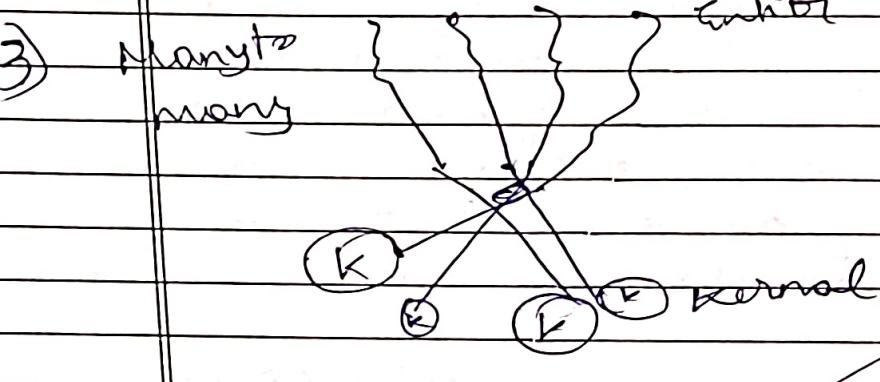


D	D	M	M	Y	Y	Y	Y

2) One to many



One to many is the process can be one node many kernels. It pass the process to many kernel. It has no chance for getting deleted by any chance.



- * It has easy to access the for reach the user.
- * It has many branches for it no ~~chance~~ if a single node is destroyed it can complete its process easily without any interrupt.

D D M M Y Y Y Y

Quiz

1. a ✓

2. a ✓

3. b ✓

4. b ✓

5. b ✓