

2C30357

D	D	M	M	Y	Y	Y	Y

Internal - I

Module - I

- Qb) There are six major types in the system calls;

- * process control
- * File management
- * device management
- * information maintenance
- * communication
- * protection.

i) process control:

process control includes: end, abort, create, delete, terminate, set attributes, get attributes etc

In process control file is created, launched.

monitored, paused and evantly stopped.

In the process control

in process control in the system call if process the assumes and process the data.

D	D	M	M	Y	Y	Y	Y

ii) File management

file management includes, create file, delete file, open, close, read, write, set file attributes, get file attributes.

In file management get / set; file name, file

In file management it creates file, open the file data is readed or write.

iii) Device management

Device management include, request device, release device, open, close, read, write device set device management, get device management. Device can be virtual or hardware devices device management

iv) Information maintenance.

Information maintenance includes, date, time data, file, set / get attributes etc.

In information maintenance helps to transfer information from user to os

D	D	M	M	Y	Y	Y	Y

v) Communication

In communication it has mainly two parts:

- i) message passing system
- ii) shared memory system.

In message passing system there is no restriction. the message can be passed eventually.

In shared memory system

vi) protection:

In protection it helps the computer to scan the unnamed or unwanted host or guest that have entered the computer.

There are many unwanted or unnamed files or records have entered the system in order check.

The protection helps through that.

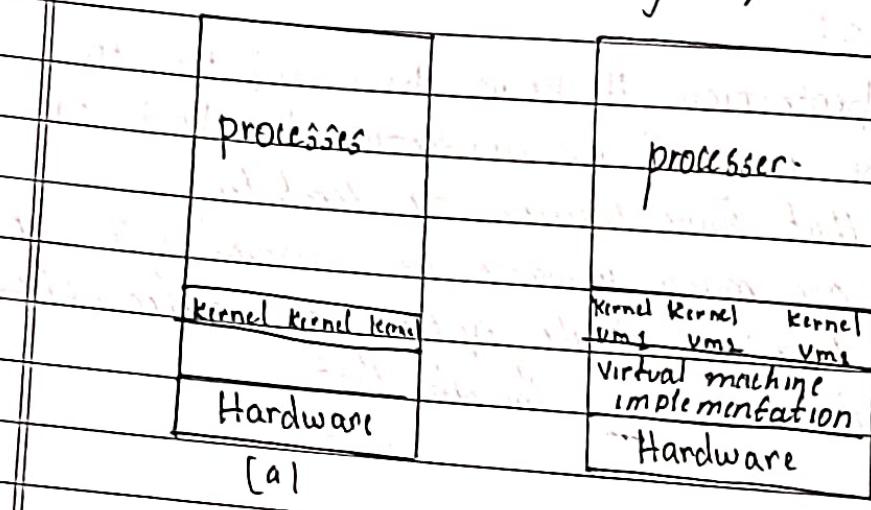
D	D	M	M	Y	Y	Y	Y
---	---	---	---	---	---	---	---

Q1) This virtual machine is of the computer.

Q2) A virtual machine is single computer (cpu, monitor, Alu) into several different execution environment.

Basically the virtual machine is the hardware component.

Virtual machine just assumes itself that it contains or it ~~is~~ just virtual acts if it contains all operating system.



Non-virtual
machine

virtual
machine.

- The virtual machine able the hardware of computer to several d. execution environment
- The virtual machine was first implemented in the company called IBM.

D	D	M	M	Y	Y	Y	Y

- * There are many example of virtual machine on in that VMware is one the example.

VMware

VMware is one the main hardware of the virtual machines

↳ Virtual memory management

Module - 9

- 4(b)) ~~Process~~ ~~Threads~~
- | | |
|---|--|
| * The process are heavy weight | * The threads are light weight |
| * In process switching concept is used to interacting with operating system | * In thread switching concept is not used to interacting with operating system |
| * It requires more resources | * It requires less resources |
| * There are different memory of for each | * single memory space is shared. |
| * Inter connection is slow due to different memory space | * Inter connection is fast due to same memory space. |

DD MM YY YY YY

42)

Process	Arrival Time	Burst time	Priority
P ₁	0	9	3
P ₂	1	4	2
P ₃	2	9	1
P ₄	3	5	4

i) FCFS (First Come First Serve)

Gantt chart for FCFS

P ₁	P ₂	P ₃	P ₄
0	9	13	22

Waiting time =

$$(P_1=0) (P_2=9) (P_3=13) (P_4=22)$$

Average time =

$$\begin{aligned} & P_1 + P_2 + P_3 + P_4 / 4 \\ & = 0 + 9 + 13 + 22 / 4 \\ & = \underline{\underline{11}} \end{aligned}$$

ii) SRTF

Gantt chart

P ₁	P ₂	P ₄	P ₃
0	9	13	18

D	D	M	M	Y	Y	Y	Y
1				1	1	1	1

Waiting time:

$$0 \quad (P_1 = 0) \quad (P_2 = 9) \quad (P_3 = 13) \quad (P_4 = 13)$$

Average time:-

$$P_1 + P_2 + P_3 + P_4 / 4$$

$$= 0 + 9 + 13 + 13 / 4$$

$$= \underline{\underline{10}}$$

Priority (preemptive)

Gantt chart for Priority

P ₁	P ₂	P ₃	P ₄
0	1	10	14

$$\text{Waiting time} = (P_1 = 0) \quad (P_3 = 1) \quad (P_2 = 10) \quad (P_4 = 14)$$

$$\begin{aligned} \text{Average time} &= P_1 + P_2 + P_3 + P_4 / 4 \\ &= \underline{\underline{6.25}} \end{aligned}$$



QUIZ

1. c) does a) fork
2. c) when process using the CPU b) when process in wait
b) to run
3. c) communication between two threads of same process
b) communication blw two process
4. b) program counter.
5. b) s