

## **Tutorial 1 – Chapter 1, 2 and partly 3**

### **Operating Systems CS 3SH3 Term 2, Winter 2022**

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Tutorials are not mandatory. They are simply a tool for you understand the course concepts better.

Tutorial Format: The questions will be posted a day before or on the day of the tutorial on the course website. You can choose to solve these problems before hand and come in with your solutions. The TAs will go over the tutorials and can check your solutions.

Questions:

- 1 Distinguish between system and application programs.
- 2 Explain the purpose of an interrupt vector.
- 3 What is a bootstrap program, and where is it stored?
- 4 What role do device controllers and device drivers play in a computer system?
- 5 There are two different ways that commands can be processed by a command interpreter. One way is to allow the command interpreter to contain the code needed to execute the command. The other way is to implement the commands through system programs. Compare and contrast the two approaches.
- 6 What are the advantages and disadvantages of using a microkernel approach?
- 7 Explain the concept of a context switch.