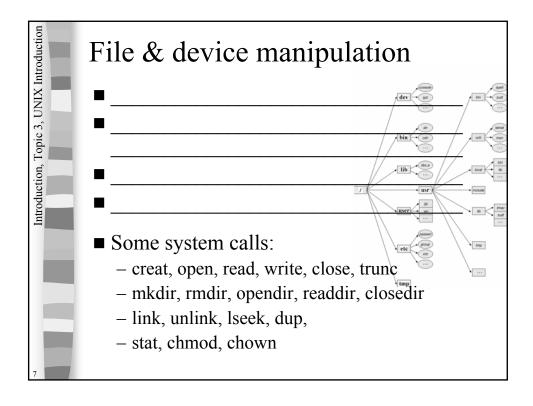


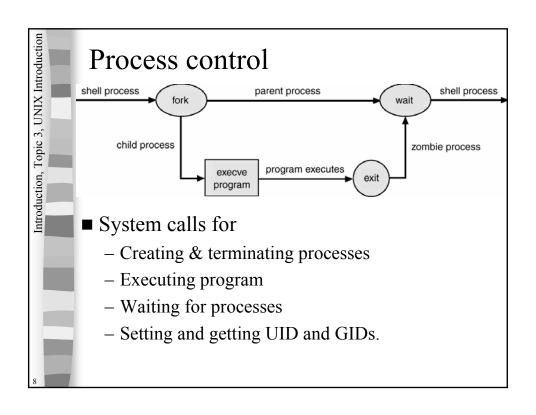
troduction	Design Principles
Introduction, Topic 3, UNIX Introduction	<ul><li>Designed as a time sharing system</li></ul>
Topic 3	■ Designed with simplicity in mind
duction,	_ 
Intro	■ However initially there was no formal design
н	
	<ul><li>Portable</li></ul>
3	

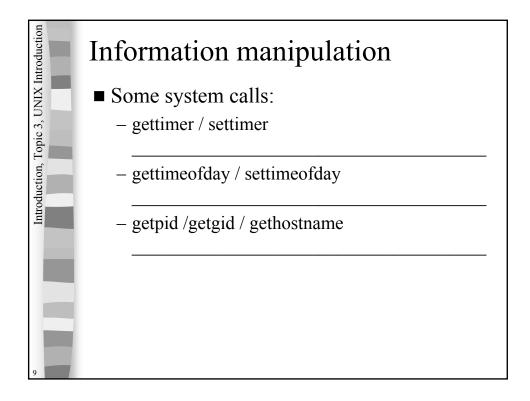
Introduction, Topic 3, UNIX Introduction	Layer Struc	ture	
, UNIX		(the users)	
on, Topic 3		shells and commands compilers and interpreters system libraries	
ductic	sys	stem-call interface to the ke	rnel
Intro	signals terminal handling character I/O system terminal drivers	file system swapping block I/O system disk and tape drivers	CPU scheduling page replacement demand paging virtual memory
	ke	ernel interface to the hardwa	are
	terminal controllers terminals	device controllers disks and tapes	memory controllers physical memory
4		4.3B	SD Layer Structure

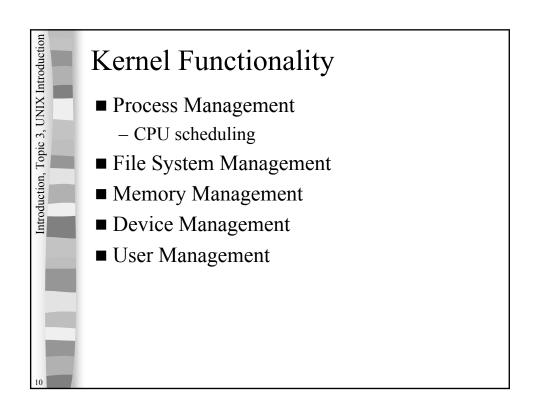
Introduction, Topic 3, UNIX Introduction	System Programs
NIX In	■ Provide facilities for users for
ic 3, U	
, Topi	
uction	- <u>-</u>
Introdi	
_	■ Provide the User Interface via
5	

Introduction, Topic 3, UNIX Introduction	System Calls
NIX Ir	■ Kernel
opic 3, U	
Ť,—	
uction	■ System calls fall into 3 main categories:
Introd	– File & device manipulation:
	- Process control:
	<ul><li>Information manipulation:</li></ul>
6	









## Introduction, Topic 3, UNIX Introduction Homework ■ Log on to your UNIX system. Familiarise yourself with it. ■ Write and test a program to open a file, and display the contents to the screen. - You should use system calls: • int open( const char\* path ... • ssize\_t read( int fildes, char\* buf, ... • ssize\_t write( int fildes, char\* buf, ... • int close( int fildes ); - man -s2 - HelloWorld.C - make & Makefile ■ Bring a printout of solution to the tutorial next week