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| **Spooling** | **Buffering** |
| Spooling can handle input output of one job along with the computation of another job at the same time | Buffering handles input output of one job along with its computation |
| Spooling is more efficient than buffering | Buffering is less efficient |
| Spool Uses the disk as a huge buffer | Buffer is a limited area in main memory |

1. Types of system calls :
2. Process Control Eg. end, load
3. File manipulation Eg. create file
4. Device Management Eg. Request Device, Read Write
5. Information Maintenance Eg. Get Time, or Date
6. Communication Eg. Create, delete, Communication connection
7. Protection Eg. Set file security