**256 Exam #2 Content:**

**- Language Abstractions**

- High level / Low level languages

- Program Execution

- Translated / Compiled

- Interpreted

- Hybrid

- Assembly Programming

- Labels

- Type directives (.word, .space)

- Opcodes / Operands

- Register to Register Instructions

- Direct Addressing Mode

- Immediate Addressing Mode (#)

- Control Structures

- if, if/else, for, while

- Indirect Addressing Mode

- Arrays and References

- Stack Instructions (PUSH/POP)

- Function Calling

- Passing Arguments

- Return Values

- Function Implementation

- Saving / Restoring Registers

- Accessing passed parameters

- Calling functions in functions

**- Operating Systems Abstractions** - Definitions

- Bootstrap process

- Multiprogramming

- Mechanisms

- Time Sharing

- Timer Interrupts

- Input/Output Time

- Synchronization Waits

- Programs vs Processes

- Process context

- Context Switching

- Process Control Blocks

- Process States

- New, Ready, Running, Waiting, Terminated

- Interrupts and System Calls

- Sharing & Protection

- Processor Modes (Kernel, User)

- Interrupts

- Device Interrupts

- System Calls

- Traps

- Interrupt Handling Mechanisms

- Interrupt Service Routines

- Interrupt Vector

- System Call Mechanisms

- System Call Vector

- Logical Memory

- Offset register

- Code / Data / Stack /Heap Segments

- What goes where.

- Paged Virtual Memory

- Pages and Page Frames

- Page / Offset Addresses

- Page Table

- Page Faults

- Page Replacement

- Device Stack

- Device Drivers

- Character Devices

- Block Devices

- Packet Devices

- Hard Disk Drive Addresses (C:H:S)

- Directory Data Structures

**Reference:**

*Arithmetic and Logic Instructions:*



*Data Movement Instructions:*



*Branching Instructions:*



*Function Calling Instructions:*

