

Chapter 3 - Components

- Process Management: Program vs Process
- Memory Management
- File Management
- I/O
- Secondary Memory
- Networking
- Security
- Command Interpreter

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Chapter 3 - Services

- Execution of programs
- I/O Mechanisms
- File Manipulation
- Communication
- Error Detection

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Chapter 3 - System Calls

- What is a system call?
- Parameter passing
- Example: Communication between processes

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Chapter 3 - System Software

- File management
- Programming languages: compilers, assemblers and linkers
- Loading and executing programs
- Communication

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Chapter 3 - Structure, Design and Implementation

- Simple vs Layered Design
- Virtual Machines
- Design Goals
- Mechanisms and Policies