

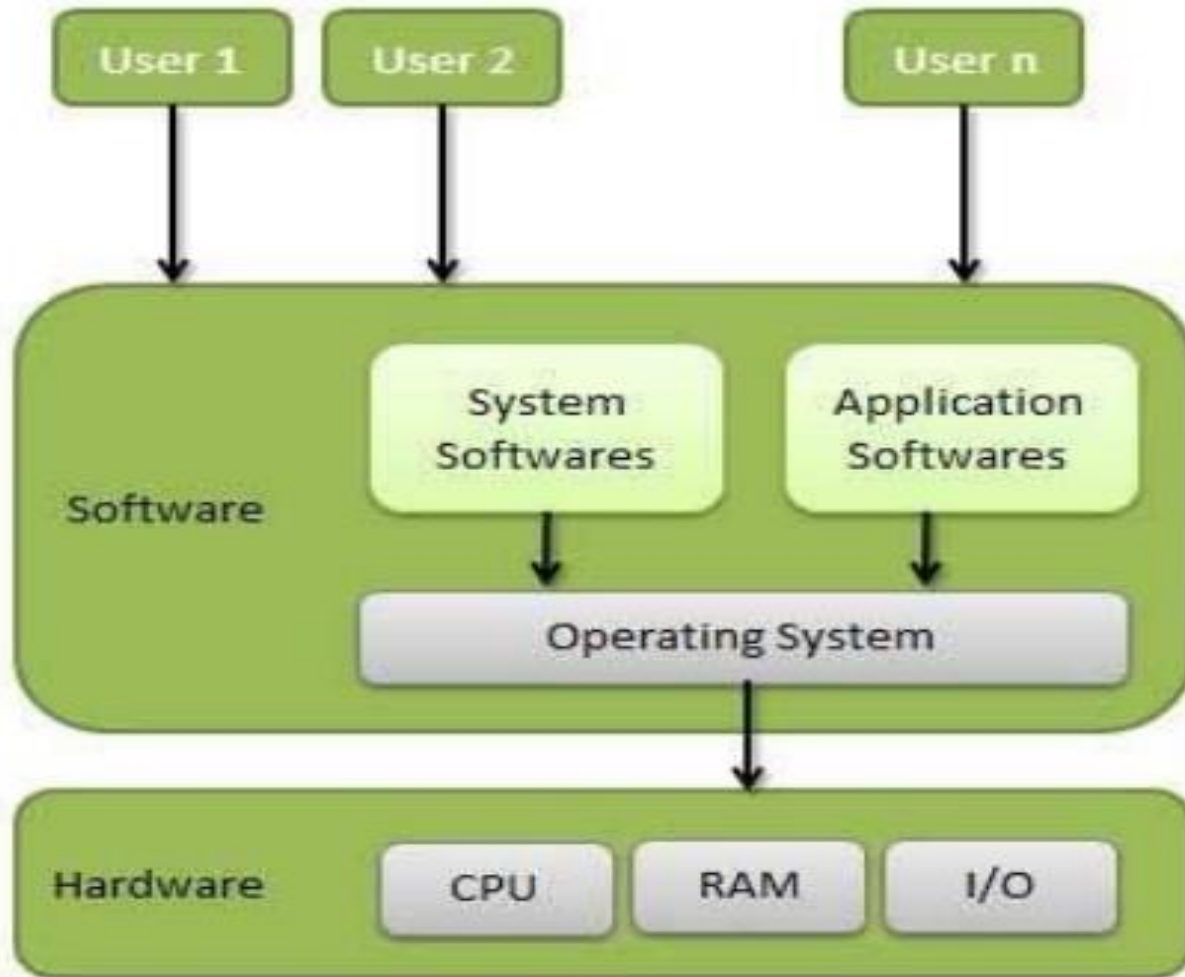
# OPERATING SYSTEM (OS)

**By Orkhan Rasulov**


Lectures

# WHAT IS AN OPERATING SYSTEM?

**Definition:** An operating system is a program that acts as an interface between the user and the computer hardware and controls the execution of all kinds of programs.



# SOME OF IMPORTANT FUNCTIONS OF AN OPERATING SYSTEM

- ❑ Memory Management (Primary or Main memory)
  - ❑ Processor Management
  - ❑ Device Management
  - ❑ File Management
  - ❑ Security
  - ❑ Control over system performance
  - ❑ Job accounting
  - ❑ Error detecting aids
  - ❑ Coordination between other software and users
- 
- A series of white diagonal lines of varying lengths and thicknesses, located in the bottom right corner of the slide, creating a modern, abstract graphic element.

# HISTORY AND EVALUTION OF OPERATING SYSTEM

## ❖ The First Generation (1940's to early 1950's)

- No Operating System
- All programming was done in absolute machine language, often by wiring up plug-boards to control the machine's basic functions.

## ❖ The Second Generation (1955-1965)

- First operating system was introduced in the early 1950's. It was called GMOS
- Created by General Motors for IBM's machine.
- Single-stream batch processing systems >> **Batch Operating System**

## ❖ The Third Generation (1965-1980)

- Introduction of multiprogramming >> **Multiprogramming Operating System**
- Development of Minicomputer

## ❖ The Fourth Generation (1980-Present Day)

- Development of PCs >> **Time-Sharing Operating Systems**
- Birth of Windows/MaC OS >> **Multiprocessor and >> Distributed Operating System**


## EXAMPLE:

Suppose when working with LINUX OS we use To delete a single file, use the rm or unlink command followed by the file name:

- ▶ \$ unlink filename
- or
- \$ rm filename

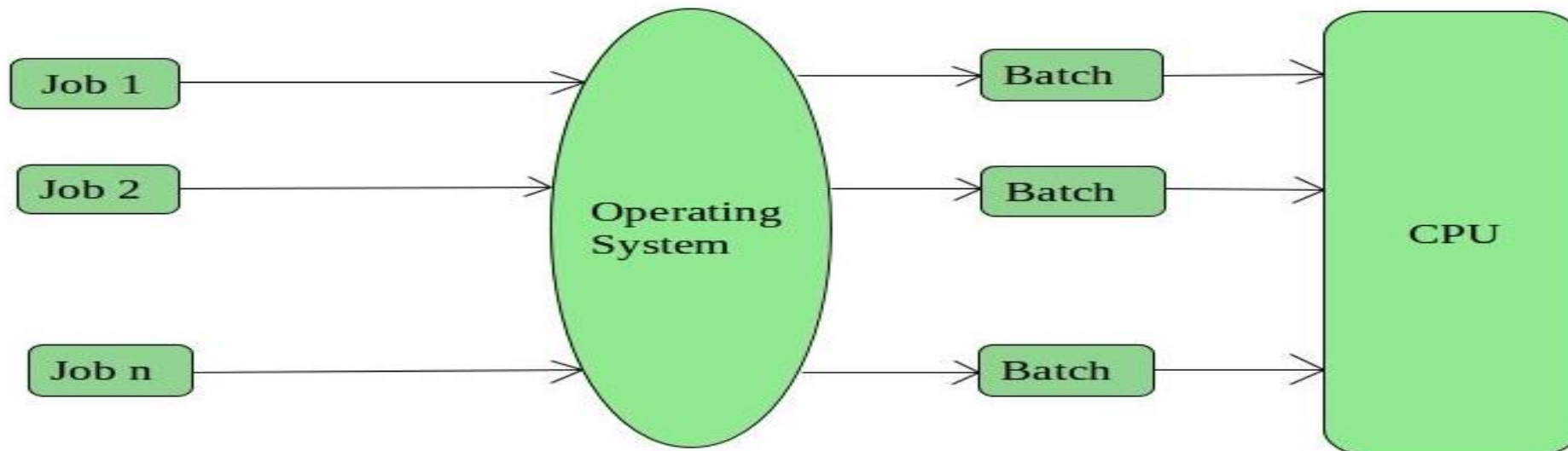
Suppose user want to delete the file without using OS.  
Then he has to write separate program for rm command perform to operation.

# TYPES OF OPERATING SYSTEMS

1. Batch Operating System
  2. Time-Sharing OS
  3. Multiprogramming Operating System
  4. Multiprocessing OS
  5. Distributed OS
  6. Network OS
  7. Real Time OS
  8. Embedded OS
- 
- A series of white diagonal lines of varying lengths and thicknesses are positioned in the bottom right corner of the slide, creating a modern, abstract graphic element.

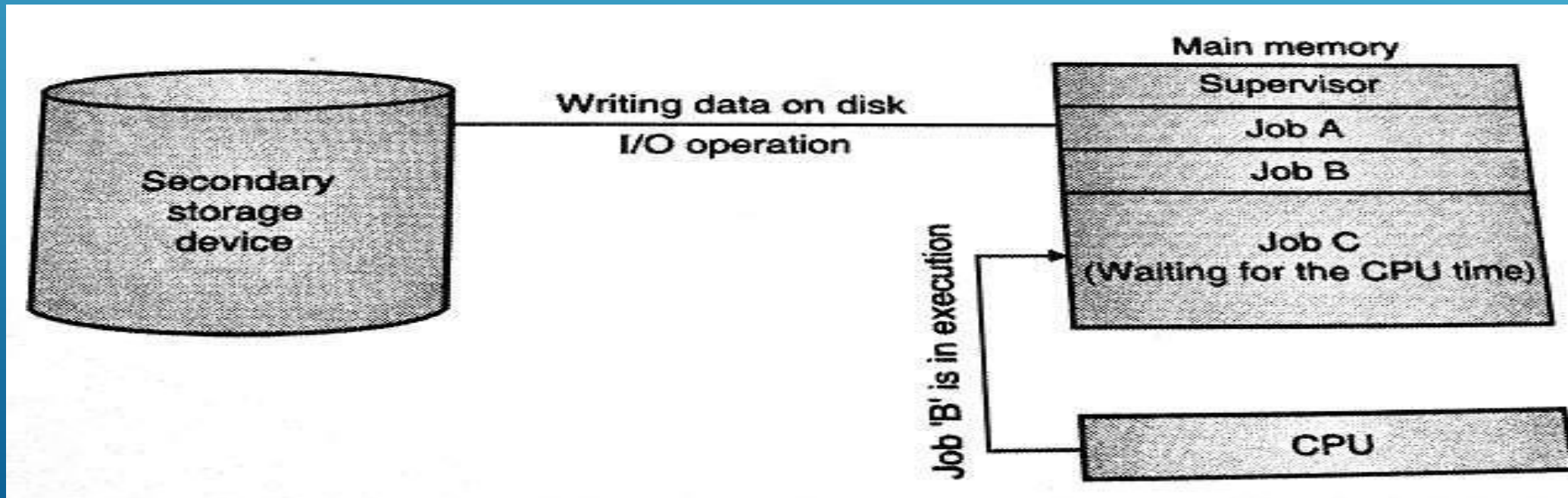
# >> BATCH OPERATING SYSTEM

- ▶ The users of this type of operating system does not interact with the computer directly.
- ▶ Each user prepares his job on an off-line device like punch cards and submits it to the computer operator
- ▶ There is an operator which takes similar jobs having the same requirement and group them into batches.



# >> MULTIPROGRAMMING OPERATING SYSTEM:

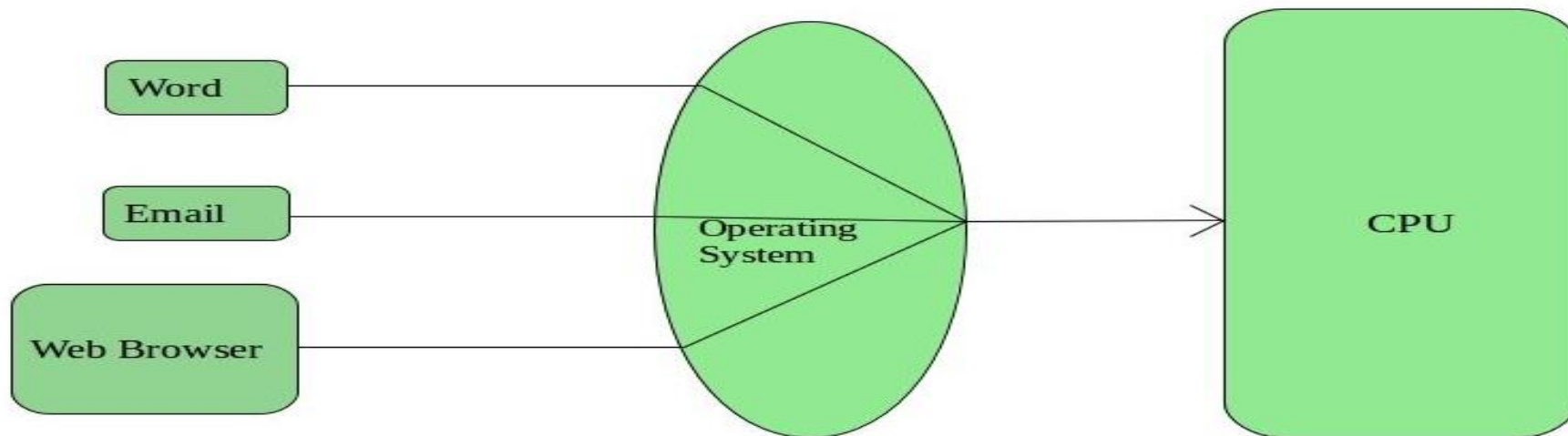
- ▶ This type of OS is used to execute more than one jobs simultaneously by a single processor.
- ▶ It increases CPU utilization by organizing jobs so that the CPU always has one job to execute.
- ▶ Multiprogramming operating systems use the mechanism of job scheduling and CPU scheduling.



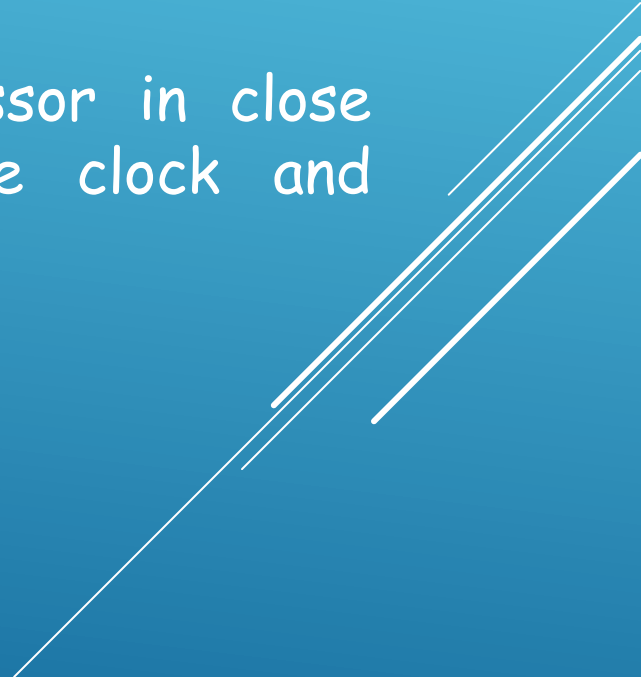


# >> TIME-SHARING OPERATING SYSTEMS

- ▶ Each task is given some time to execute so that all the tasks work smoothly.
- ▶ These systems are also known as **Multi-tasking Systems**.
- ▶ The task can be from a single user or different users also.
- ▶ The time that each task gets to execute is called quantum.
- ▶ After this time interval is over OS switches over to the next task.

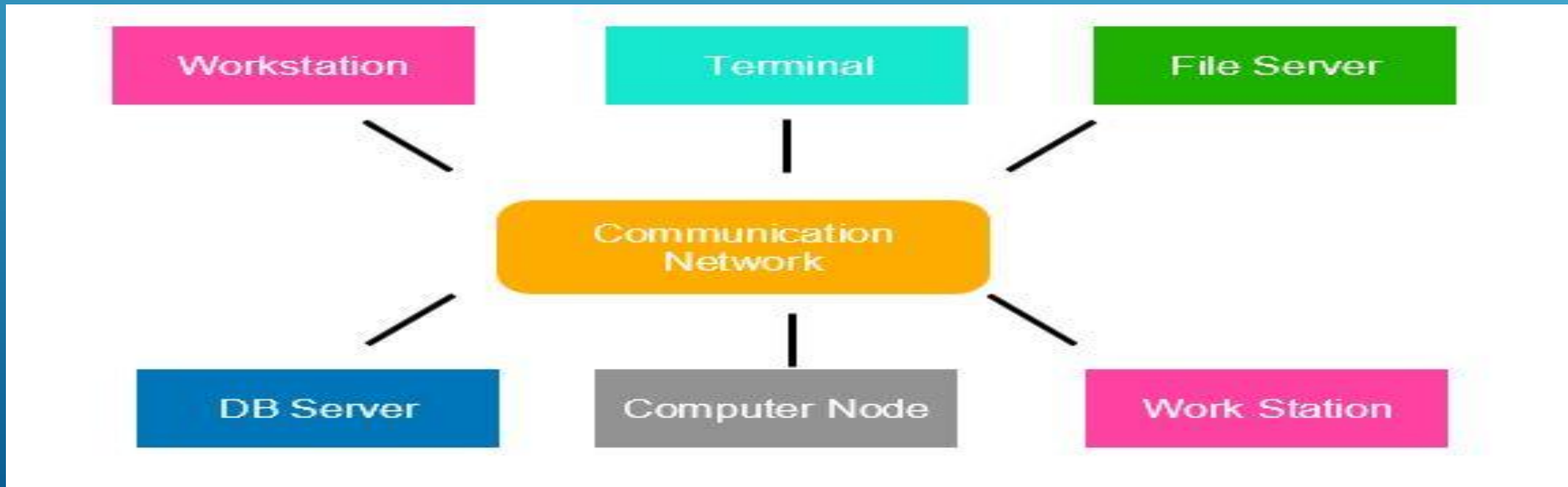


# >>MULTIPROCESSOR OPERATING SYSTEMS

- ▶ Multiprocessor operating systems are also known as parallel OS or tightly coupled OS.
  - ▶ Such operating systems have more than one processor in close communication that sharing the computer bus, the clock and sometimes memory and peripheral devices.
- 
- A series of three parallel white diagonal lines extending from the bottom right towards the center of the slide.

# >>DISTRIBUTED OPERATING SYSTEM

- ▶ Various autonomous interconnected computers communicate with each other using a shared communication network.
- ▶ Independent systems possess their own memory unit and CPU.
- ▶ These are referred to as **loosely coupled systems**.
- ▶ Examples:- Locus, DYSEAC



## >>NETWORK OPERATING SYSTEM

- ▶ These systems run on a server and provide the capability to manage data, users, groups, security, applications, and other networking functions.
- ▶ These types of operating systems allow shared access of files, printers, security, applications, and other networking functions over a small private network.
- ▶ The “other” computers are called client computers, and each computer that connects to a network server must be running client software designed to request a specific service.
- ▶ popularly known as **tightly coupled systems**.

**Examples of Network Operating System are:**

Microsoft Windows Server 2003/2008/2012, UNIX, Linux, Mac OS X, Novell NetWare, and BSD, etc.

# >>EMBADED OPERATING SYSTEM

- ▶ An embedded operating system is one that is built into the circuitry of an electronic device.
- ▶ Embedded operating systems are now found in automobiles, bar-code scanners, cell phones, medical equipment, and personal digital assistants.
- ▶ The most popular embedded operating systems for consumer products, such as PDAs, include the following:
  - Windows XP Embedded
  - Windows CE .NET:- it supports wireless communications, multimedia and Web browsing. It also allows for the use of smaller versions of Microsoft Word, Excel, and Outlook.
  - Palm OS:- It is the standard operating system for Palm-brand PDAs as well as other proprietary handheld devices.
  - Symbian:- OS found in “ smart” cell phones from Nokia and Sony Ericsson

# POPULAR TYPES OF OS

- ▶ Desktop Class
    - ❖ Windows
    - ❖ OS X
    - ❖ Unix/Linux
    - ❖ Chrome OS
  - ▶ Server Class
    - ❖ Windows Server
    - ❖ Mac OS X Server
    - ❖ Unix/Linux
  - ▶ Mobile Class
    - ❖ Android
    - ❖ iOS
    - ❖ Windows Phone
- 
- A series of white diagonal lines of varying lengths and thicknesses are positioned in the bottom right corner of the slide, creating a modern, abstract graphic element.

# MS-DOS

- ▶ Single User Single Tasking OS.
- ▶ It had no built-in support for networking, and users had to manually install drivers any time they added a new hardware component to their PC.
- ▶ DOS supports only 16-bit programs.
- ▶ Command line user interface.
- ▶ So, why is DOS still in use? Two reasons are its size and simplicity. It does not require much memory or storage space for the system, and it does not require a powerful computer.



# MICROSOFT WINDOWS



- ▶ The graphical Microsoft operating system designed for Intel-platform desktop and notebook computers.
- ▶ Best known, greatest selection of applications available.
- ▶ Current editions include Windows 7, 8, 8.1 and 10. 11





# MAC OS

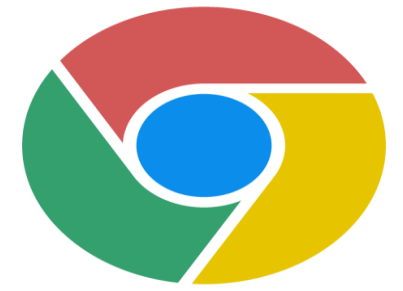
- ▶ User-friendly, runs on Mac hardware. Many applications available.
- ▶ Current editions include: Sierra, High Sierra, Mojave, Catalina & Big Sur—Version XI(Released in Nov 2020)



# LINUX



- ▶ **Linux:** An open-source, cross-platform operating system that runs on desktops, notebooks, tablets, and smartphones.
  - ▶ The name *Linux* is a combination *Linus* (the first name of the first developer) and *UNIX* (another operating system).
- ▶ Users are free to modify the code, improve it, and redistribute it,
- ▶ Developers are not allowed to charge money for the Linux kernel itself (the main part of the operating system), but they can charge money for **distributions** (**distros** for short).



- ▶ **Chrome OS.** Is a popular thin client operating system.
- ▶ **Thin client** A computer with minimal hardware, designed for a specific task. For example, a thin web client is designed for using the Internet.



# SERVER OPERATING SYSTEMS

- ▶ Windows Server Familiar GUI interface for those experienced with Windows
  - ▶ UNIX
    - ▶ Very mature server capabilities, time-tested, large user community, stable
  - ▶ Linux
    - ▶ Free, customizable, many free services and utilities available
- 
- Several white lines of varying lengths and slopes are positioned in the bottom right corner of the slide, creating a modern, abstract graphic element.