**MacOS X 10.0**

**History**

Mac OS X version 10.0, code named Cheetah, is the first major release of Mac OS X (now named MacOS), Apple’s desktop and server operating system. Mac OS X 10.0 was released on March 24, 2001.

Mac OS X 10.0 was a radical departure from the classic Mac OS and was Apple’s long-awaited answer for a next generation Macintosh operating system. It introduced a brand new code base completely separate from Mac OS 9's, as well as all previous Apple operating systems. Mac OS X introduced the new Darwin Unix-like core and a completely new system of memory management. Cheetah proved to be a rocky start to the Mac OS X line, plagued with missing features and performance issues, although it was praised for being a good start to an operating system still in its infancy, in terms of completeness and overall operating system stability. Unlike releases of Mac OS X 10.2 to 10.8, the cat-themed code name was not used in marketing the new operating system.

**Function and features**

* Dock — the Dock was a new way of organizing one's Mac OS X applications on a user interface, and a change from the classic method of Application launching in previous Mac OS systems.
* Mach 3.0 — the Mach 3.0 microkernel was part of the XNU kernel for Mac OS X, and was one of the largest changes from a technical standpoint in Mac OS X.
* Terminal — the Terminal was a feature that allowed access to Mac OS X's underpinnings, namely the Unix core. Mac OS had previously had the distinction of being one of the few operating systems with no command line interface at all.
* Mail — email client.
* Address Book
* TextEdit — new on-board word processor, replacement to SimpleText.
* Full preemptive multitasking support, a long-awaited feature on the Mac.
* PDF Support (create PDFs from any application)
* Aqua UI — new user interface
* Built on Darwin, a Unix-like operating system.
* OpenGL
* AppleScript
* Support for Carbon and Cocoa APIs
* Sherlock — desktop and web search engine.
* Protected memory — memory protection so that if an application corrupts its memory, the memory of other applications will not be corrupted.

**System requirements**

The system requirements for Mac OS X 10.0 were not well received by the Macintosh community, as at the time the amount of RAM standard with Macintosh computers was 64 megabytes (MB), while the Mac OS X 10.0 requirements called for 128 MB of RAM. In addition, processor upgrade cards, which were quite popular for obsolete pre-G3 Power Macintosh computers, were not supported (and never officially have been, but can be made to work through third-party utility programs). Additionally, the new operating system required more hard drive space, causing longer boot times.

* Supported Computers: Power Macintosh G3, G3 B&W, G4, G4 Cube, iMac, PowerBook G3 (except for the original "Kanga" model), PowerBook G4, iBook
* RAM: 128 MB (unofficially 64 MB minimum)
* Hard Drive Space: 1,500 MB (800 MB for the minimal install)

**Advantages**

1. Simple but powerful user interface: Both macOS and Windows have easy-to-use graphical user interface or GUI. But OS X offers a more straightforward approach to computing. Those who are accustomed with the GUI of iOS found in iPhone and iPad will find macOS somewhat familiar.

2. Fewer viruses and other security issues: One of the advantages of macOS is that it is considerably safer than Windows. Of course, some Apple loyalists would argue that Macs are completely invincible from viruses or malware. This is no longer true.

3. Seamless integration between OS and hardware: Apple is both a software developer and a device manufacturer. This means that they have optimised the macOS to work seamlessly with all of the hardware components of a Mac device. It also ensures that all hardware components work hand-in-hand.

4. Comes preloaded with productivity apps: Standard Windows OS usually does not come with Microsoft Office Suite. Both are sold separately most of the time. In addition, new Windows-based laptop and desktop computers come with random software or apps that merely bloat the entire system and external storage.

5. Effective and unparalleled multitasking feature: Multitasking is another notable advantage of macOS. Mac computers have hardware specifications designed for multitasking. And because macOS integrates seamlessly with Mac hardware components, the overall operation is smooth and responsive.

6. Integration with other Apple products: One of the strengths of Apple is that most of the products under the brand are completely integrated. The iPhone or iPad works best with a Mac computer. This advantage of macOS is exclusive for Apple users—or those individuals with several Apple devices.

**Disadvantages**

1. Mac computers are considerably expensive: The fact remains that Apple sells expensive computers whether it is the new MacBook Pro with Retina or a Mac Mini. This is more noticeable when comparing the price point of Mac computers with their Windows counterpart.

2. Inflexible when it comes to hardware upgrades: A standard Mac computer cannot be upgraded easily because most of its hardware components are integrated both at a design and engineering levels. This is a macOS disadvantage that is unacceptable for hobbyists.

3. Lack of game titles and advanced gaming experience: There are more game titles available for Windows than in macOS. This is another noteworthy disadvantage of macOS. Some titles from independent producers that have gained large following are unavailable for Mac computers.

4. App ecosystem is still lacklustre: Windows has more software or applications. Developers, especially small and independent software companies, often consider building software for Windows first because of greater reach.