In a Microsoft XP file system, it organizes data like the way one might file into their organization cabinet. A file is stored into a folder, each folder contains important articles that need to be filed. The Windows file system works in a similar fashion. Windows uses a local drive like C: where you can store personal information and store system data. There is also the D: drive which contains files used to do computer recovery. The E: drive which gives us access to DVD Players and things like digital cameras when plugged in via a USB port. Folders are also used by default with Windows. These folders contain pictures, documents, files, and other digital content. Next Microsoft XP uses files to store those important items like documents, photos, etc. This allows for an easy organization that can be access by the appropriate users. Lastly, there is the recycle bin where data that is unwanted or not to be used is stored. You can delete folders and files which then are stored in you recycle bin until emptied.

Within a Microsoft XP operation system there are two file types we can identify. The first is a public file. A public file is typically defined by standard bodies. They are often exchanged between computers, and they need to be supported on many platforms. The second type of file is a private file. A private file is not understood by other platforms usually which makes then not prone to conflicts between applications.

On a Microsoft XP operation system user permission is granted by the admin. There are local storages on each individual user account and can also be shared content as assigned by each user. Some of the program threats include malware being attached to programs a user might download. Malware can also be sent via email that then in turn causes system threats. To combat system threat, one might use Windows defender or even install a program like Norton Anti Virus to detect threats and alleviate them before they can do harm.

I would develop my program on NetBeans IDE. NetBeans works with many different languages like PHP, HTML5, CSS, and JavaScript. It also allows for remote tracking. I find it easy to push commits and fetch from the remote repositories as well. The advanced integration to BitBucket would enable me to store files and access those same files. Secondly, if developing a program, it might require a team, and this will enable us to see each other’s edits and collaboratively work on the project. If operating on a single OS I would use JavaScript. It would be the most descriptive language to use to build a specific program to operate stand alone on one OS. It’s also object oriented so when making API calls to gather data it’s easily accessed from external forms.

A key consideration when determining the size of the program and amount of system resources is adoptability. We must analyze the amount of traffic we expect to us our program at a single time. By researching other like programs usage, we can generate a business assumption that enables us to understand how much server space we need and how complex we should make our code. Another key consideration is scalability. If we underestimate our usage, it could be detrimental to our program if we don’t have the speeds or the storage. A slow operating program makes people frustrated and could harm adoptability.

It is a good thing that the system is already running the application with the same OS.  We would need to check that the other system has sufficient hardware requirements to run our application. I would check the hard drive, RAM, Processor, and Port used to connect to client and server. Lastly, there should be an undisturbed power supply so that there is no power lose during the move of application resulting in lost connections.

The system using the same OS our application uses to run should have a Static IP address so that the client connects. The speed is determined by the LAN and client should be on our same LAN to increase speed and reliability. Some considerations would be: Do we need the system /server available outside our LAN connection? What should an acceptable latency between the two systems be?

If a client is using a cloud connection, they should determine that they have the required internet speeds and credentials to connect. They would also verify they have the interface to get data from the cloud alongside required hardware.

By distributing the server this way, we can not only control who connects but it gives us flexibility with controlled data, connections, and higher-level security. Our server should also have minimal response times or less latency between the two systems communications.

A kernel is the main core of the Windows XP software that provides security and controls the access to the machine’s hardware. It also handles the running processes as well as schedules processes and executes them in a multitasking environment. The management is different from OS to OS. Since the kernel manages a list of each running process but uses the same algorithm to schedule process and thread execution. Processes do move through specific stages as they become managed in a computer system.

In present day operating systems applications are constantly accessing or referencing memory utilizing a virtual memory address. These are automatically translated to the RAM addresses by the hardware. Only essential items pass the kernel. Virtual memory continues to be utilized in any event or circumstance if the running procedure does not surpass the amount of RAM. Windows XP uses Virtual Memory to allow programs to run even when there are only parts of the program in the main memory.

Windows XP manages files very effectively. The most common tool used by most is known as the MY COMPUTER. An icon that represents all the drives in your system including C://, D://, E:, and other various locations. The supported file formats NTFS and FAT32. NTFS is a preferred file system for all computers running Windows. Currently, Windows XP uses NTFS 5.

It uses resources like a CPU, Memory, Disk and Network Utilization. A CPU schedules processes based on a first come first serve bases. Network resources are scheduled using the bandwidth availability.