

## Exercise 1

- Run 'free -t -h' in the shell or 'vm\_stat' on macOS
- **Mem** represents physical memory size
- **Swap** represents size of memory available for swapping
- **Total** represents virtual memory size

## Exercise 1(windows)

- There is no command such as '*free*' but we can get the physical and virtual memory size using the following commands.
  - systeminfo | find "Physical Memory"
  - systeminfo | find "Virtual Memory"

## Exercise 2

- Write a C program that runs for 10 seconds. Every second it should:
  - allocate 10 MB of memory
  - fill it with zeros
  - sleep for 1 second
- Compile and run the program in the background (`./ex2 &`) and run `'vmstat 1'` at the same time. Observe what happens to the memory. Pay attention to **si** and **so** fields.
- Add comments to your source code with your findings.
- Hint: use `memset(ptr, value, size)` to fill the allocated memory

## Exercise 3

- Run '*top -d 1*' or '*top -i 1*' on macOS
- Run `ex2` program in the background and then run '`top`'
- Add comments to your source code with your findings.

## Exercise 4

- Write a C program that runs for 10 seconds. Every second it should:
  - allocate 10 MB of memory
  - fill it with zeros
  - print memory usage with `getrusage()` function
  - sleep for 1 second

## Exercise 5

- What is the difference between a physical and a virtual address?  
Describe using **your own words**. Save your answer to ex5.txt

## Exercise 6

- A machine has 16-bit virtual addresses. Pages are 8 KB. How many entries are needed for a single-level linear page table? Explain your computations. Save your answer to ex6.txt
- (Hint: Modern Operating Systems, 3.3.2)

## Extra exercise

- Download and run Memory Management Simulator
- Installation instructions:  
[http://www.ontko.com/moss/memory/install\\_unix.html](http://www.ontko.com/moss/memory/install_unix.html)
- Download:  
<http://www.ontko.com/moss/memory/memory.tgz>
- User guide:  
[http://www.ontko.com/moss/memory/user\\_guide.html](http://www.ontko.com/moss/memory/user_guide.html)