Activity 3 Briefing

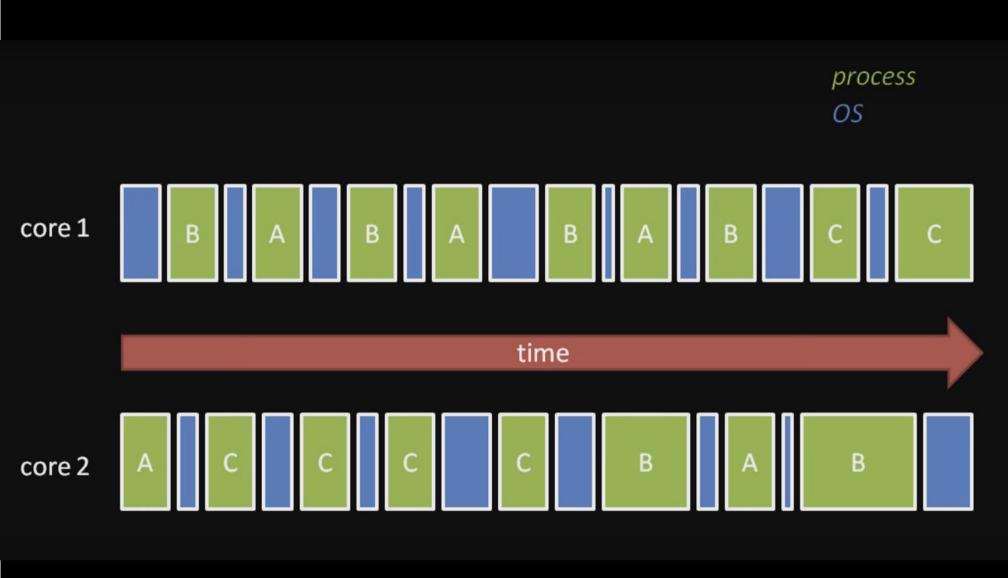
Operating System / Using LINUX

operating system

(manages the hardware and running programs)

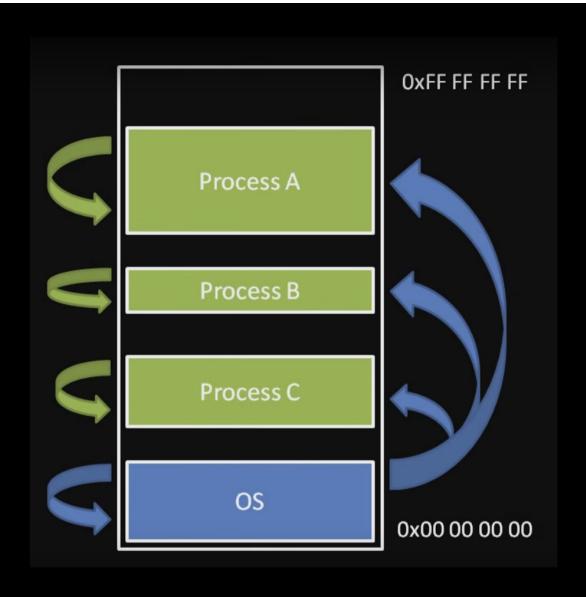
- load and manage processes
- provide interfaces to hardware via system calls
- provide a filesystem
- provide a basic user interface

Managing CPUs

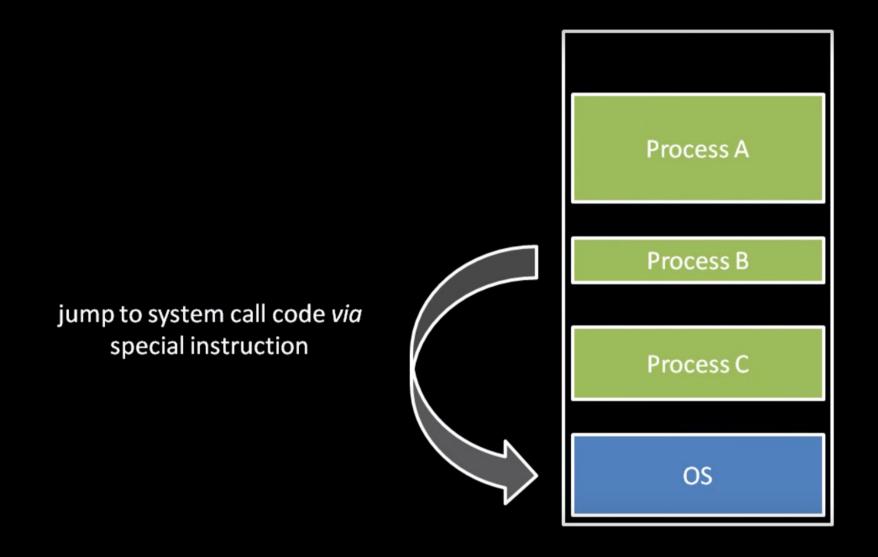


Scheduler in the OS code selects which process should run

Managing Memory



Separation of memory locations Restriction of Access



How processes access OS's memory

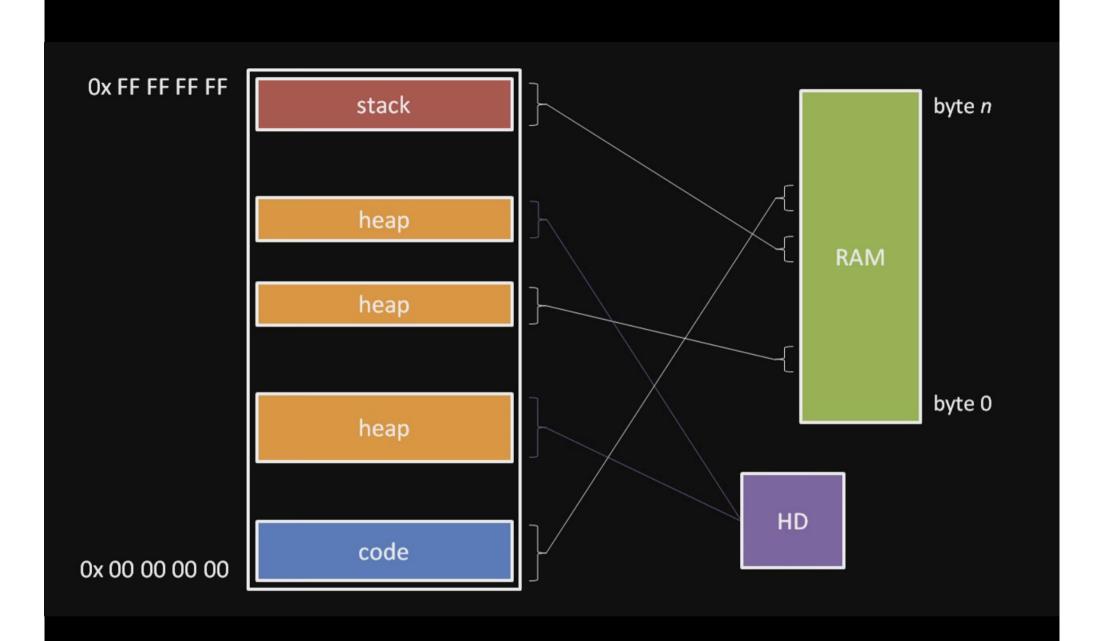
text (the code)

process memory

call stack (local variables)

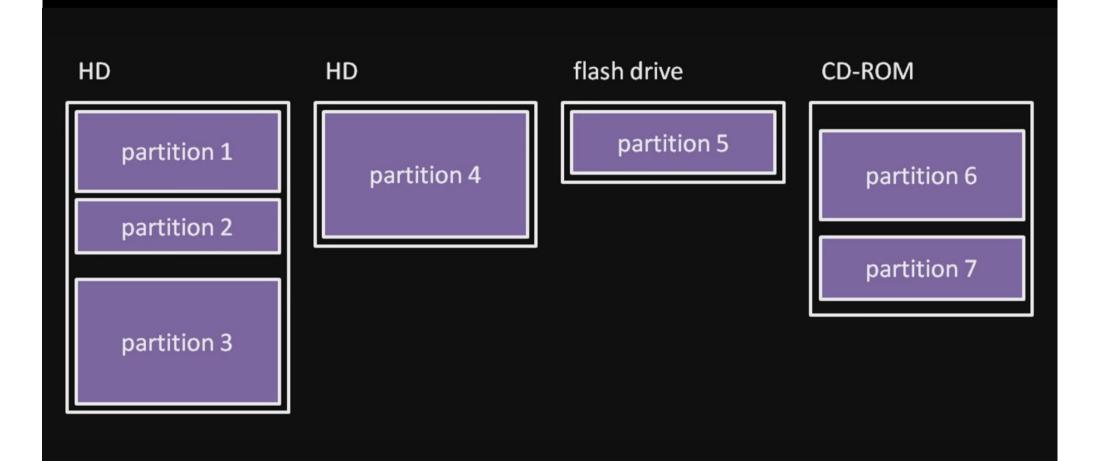
heap (everything else)

Function main(){ cat(); Function cat(){ stack space dog(); $\leftarrow \mathsf{top}\;\mathsf{of}\;\mathsf{stack}$ frame of dog frame of *cat* Function dog(){ frame of *main*



Handling Physical Memory

Managing Storage



Drive Letters / File Path Mount/Unmount Folders

- User Interfaces
 - Command Line Interface
 - GUI
- User Accounts
- Storage
 - Storage Abstraction (File System)
 - Permission
 - File Handling
- Applications
 - Discovering / Installing / Using App

- UNIX Shell
 - Writing Shell Script





Student Login

(For students enrolled in a class)

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(For educators who have access to the AWS Academy Portal)

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教师请在这里登录(您需使用AWS Academy Portal账户登录)





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Dashboard



(10)

Help



