题。他的结论是所有的复杂系统都将最终失败，为了设计一个成功的系统，避免复杂化、追求设计上的优雅风格和简单化原则是绝对重要的。

Crowley，*Operating Systems: A Design-Oriented Approach*

大多数介绍操作系统的教材仅仅是讲操作系统的基本概念（进程调度、虚拟内存等）和列举一些例子，对于如何设计一个操作系统却没有提及。该书独一无二的特点在于有4章是说明如何设计一个操作系统的。

Lampson，"Hints for Computer System Design"

Butler Lampson——世界上最主要的具有创新性的操作系统设计者之一，在他多年的设计经历中总结了许多设计方法、对设计的建议和一些指导原则并写下这篇诙谐的内涵丰富的文章，正如Brooks的书一样，对于有抱负的操作系统的设计者来说，这本书一定不要错过。

Wirth，"A Plea for Lean Software"

Niklaus Wirth——著名的经验丰富的系统设计者，曾设计了面向网络的基于图形用户界面的操作系统Oberon，包括Oberon编译器和文本编辑器，只有200KB。通过讨论Oberon系统，他阐明软件应该基于简单的概念，使其简单明了，而不是商用化软件的复杂。

14.2　按字母顺序排序的参考文献

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