Learning outcomes and Review of Week 1

(Things you should have learned or should be able to do)

Lecture 1:

* Definition of an operating system
* What are OS design goals?
* What is uniprogramming? What is multiprogramming? What is batch-processing?
* Benefits of overlapping I/O and computation
* What is Moore’s Law?

Lecture 2:

* What are the 4 components of computer architecture?
* What is user mode & kernel mode for a CPU? Why is the kernel mode necessary?
* What is a system call? What are the steps executed upon a system call?
* What is a process layout in memory? What are the 3 key segments?
* What are hardware caches?
* What is a trap?