**Operating System Design Principles**

To implement flexible mechanisms to support many policies

Ex: LRU, LFU

User Kernel Protection boundary:

* User- level: Unprivileged Mode
* Kernel - level: Privileged Mode

Basic OS Services:

* Process Management
* File Management
* Device Management
* Memory Management
* Storage management

Types of OS:

* Monolithic OS
* Modular OS
* Micro Kernel OS

Linux Architecture:

Two modes:

User Mode- Standard Utility Programs, Standard library

Kernel Mode – Linux Operating System

Mac OS Architecture:

GUI, Application Environments

Kernel Environment- BSD is the interface