



PDF REPORT



REPORT INFO

Report Title:	504Assignment - Copy.pdf
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Sentence Count:	78
Character Count:	8123
Matching Sentences:	74
Matching Sources:	1
Search Type:	Text
Search Mode:	Universal
Upload Time:	2017-09-30 02:57:50

ALL MATCHES

MATCH 1

"And Is Coded In C, C++, Swift And Objective-c"

Appears to be copied from Page 2 of "Comparison of mobile operating systems" by Nenne Nwodo

MATCH 2

"9% Of Users Have Mobile Phones Running On Ios"

Appears to be copied from Page 2 of "Comparison of mobile operating systems" by Nenne Nwodo

MATCH 3

"This Os Has A Proprietary License Except For Its Open Source Components"

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MATCH 4

"Ios Is Part Of The Darwin Family (xnu Kernel), Supports Arm And Arm64 Architecture"

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MATCH 5

"Iphones And Ipads Run Ios"

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MATCH 6

"Apples Operating System Is Known For Being User-friendly"

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MATCH 7

"Its Also The Most Tightly Guarded Of Any Os, Meaning You Wont Be Able To Make High-level Changes To The Way Your Device Functions"

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MATCH 8

"The Most Recent Version Of Ios Is 10"

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MATCH 9

"1 Android Is Managed By The Open Handset Alliance And Is Coded In C, C++ And Java"

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MATCH 10

"The Most Recent Version Is 7"

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MATCH 11

"7% Of Users Have Mobile Phones Running On Android Os"

Appears to be copied from Page 2 of "Comparison of mobile operating systems" by Nenne Nwodo

MATCH 12

"Android Os Has A Free And Open Source License And Is Part Of The Linux Family"

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MATCH 13

"Android Supports The Arm, X86 And Mips Cpu Architectures Windows 10 Mobile Is Managed By Microsoft"

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MATCH 14

"3% Of Users Have Mobile Phones Running On Windows 10 Mobile"

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MATCH 15

"Windows 10 Mobile Has A Proprietary License And Is Part Of The Windows 10 Mobile Family"

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MATCH 16

"Windows 10 Mobile Supports Only The Arm Cpu Architecture And Is Programmed In"

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MATCH 17

"Net, Silverlight, Native C/c++, Winrt (xmla), Directx Process Management Android Android Does A Good Job Of Automatically Managing Processes"

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MATCH 18

"When Android Needs More System Resources, It Will Start Killing The Least Important Processes First"

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MATCH 19

"Android Will Start To Kill Empty And Background Processes To Free Up Memory If Youre Running Low"

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MATCH 20

"This Os Also Intelligently Uses Your Devices Ram For Caching Apps And Other Data, Because The Ram Should Not Be Empty"

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MATCH 21

"Ios Each Process (application) In Mac Os X Or Iphone Os Is Made Up Of One Or More Threads, Each Of Which Represents A Single Path Of Execution Through The Applications Code"

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MATCH 22

"Every Application Starts With A Single Thread, Which Runs The Applications Main Function"

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MATCH 23

"Applications Can Spawn Additional Threads, Each Of Which Executes The Code Of A Specic Function"

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MATCH 24

"Interrupt In Iphone Os Are Taken By Isr (interrupt Service Routine), A Function (subroutine) Located Within The Code For The Iphone Os, Acknowledges The Interrupt And Begins To Process It Via The Corresponding Driver Blackberry: Process Management Consists Of Both Process Creation And Destruction As Well As The Management Of Process Attributes Such As Process Ids, Process Groups, User Ids, And So On"

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MATCH 25

"The Process Primitive For Bb Os Is Spawn()"

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MATCH 26

"It Give Control Over File Descriptors, Process Group Id, Signal Mask, Ignored Signals, The Node To Create The Process On, Scheduling Policy, Scheduling Parameters (priority), Maximum Stack Size, Runmask (for Smp Systems) Windows Windows Mobile Provides Several Synchronization Objects That Enable You To Synchronize A Thread's Actions With Those Of Another Thread"

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MATCH 27

"These Objects Include Critical Sections, Mutexes, Events, And Semaphores"

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MATCH 28

"Empty Strings ("") Are Handled As Named Objects"

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MATCH 29

"Memory Management Android Android Manages Its Memory Automatically By Dalvik Garbage Collector"

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MATCH 30

"It Will Recollect Memory Resources When Ongoing Application Is Running Out The Memory Based On The Level Of Importance"

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MATCH 31

"However, It Introduces A Serious Problem"

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MATCH 32

"When Many Allocations Happen, The Garbage Collector Will Kick In And Stop The Users Application To Let It Free Some Memory"

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MATCH 33

"To Avoid This Problem, The Android Sdk Ships With A Very Useful Tool Called Allocation Tracker, Which Is A Part Of Ddms, To Track The Applications Memory And Guarantee Correctness Of The Program"

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MATCH 34

"Ios In Iphone Os, The Garbage Collection Is Not Available"

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MATCH 35

"Therefore, A Mechanism Should Be Introduced That Allows You To Mark An Object As Still Being Useful"

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MATCH 36

"In Many Respects, Memory Management Is Thus Best Understood In Terms Of Object Ownership, Which Includes, 1"

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MATCH 37

"An Object May Have One Or More Owners"

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MATCH 38

"When An Object Has No Owners, It Is Destroyed"

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MATCH 39

"One Must Become The Owner To Make Sure If An Object Interested Is Destroyed"

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MATCH 40

"To Support The Model, Reference Counting Is Used"

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MATCH 41

"Every Object Has A Retain Count"

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MATCH 42

"The Retain Count Can Be Altered Using Primitives Like Alloc, Copy, Retain, Release And Autorelease"

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MATCH 43

"When One Create Or Copy An Object, Its Retain Count Is 1"

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MATCH 44

"Thereafter Other Objects May Express An Ownership Interest In Your Object, Which Increments Its Retain Count"

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MATCH 45

"The Owners Of An Object May Also Relinquish Their Ownership Interest In It, Which Decrements The Retain Count"

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MATCH 46

"When The Retain Count Becomes Zero, The Object Is Destroyed"

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MATCH 47

"Windows In Any Windows Phone, Rom Stores The Entire Os, In Addition To The Applications That Come With The Os Design"

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MATCH 48

"Windows Mobile Supports A 32-bit (4-gb) Address Space"

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MATCH 49

"When Os Initializes, It Maps The Stack, The Heap And Some Dlls"

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MATCH 50

"Dlls Are At The Top Of The Memory Address While Stack And Heap Usually Stay At The Addresss Bottom"

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MATCH 51

"Blackberry Blackberry Uses Mmu (memory Management Unit)"

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MATCH 52

"When The Os Performs A Context Switch (that Is, Suspends The Execution Of One Thread And Resumes Another), It Manipulates The Mmu To Use A Potentially Different Set Of Page Tables For The Newly Resumed Thread"

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MATCH 53

"If The Os Is Switching Between Threads Within A Single Process, No Mmu Manipulations Are Necessary"

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MATCH 54

"When The New Thread Resumes Execution, Any Addresses Generated As The Thread Runs Are Mapped To Physical Memory Through The Assigned Page Tables"

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MATCH 55

"If The Thread Tries To Use An Address Not Mapped To It, Or It Tries To Use An Address In A Way That Violates The Defined Attributes (for Example, Writing To A Read-only Page), The Cpu Receives A Fault (similar To A Divide-by-zero Error), Typically Implemented As A Special Type Of Interrupt"

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MATCH 56

"3 | P A G E File Management Android In Android, You Can Work With Files Directly, Opening Them In Apps Like You Would On Your Computer"

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MATCH 57

"Hidden Files On Android Start With A Dot ("

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MATCH 58

"los The File Systems In los Handle The Persistent Storage Of Data Files, Apps, And The Files Associated With The Operating System Itself"

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MATCH 59

"Therefore, The File System Is One Of The Fundamental Resources Used By All Processes"

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MATCH 60

"The File System In los Is Hfs Plus"

Appears to be copied from Page 4 of "Comparison of mobile operating systems" by Nenne Nwodo

MATCH 61

"The los File System Is Geared Toward Apps Running On Their Own"

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MATCH 62

"To Keep The System Simple, Users Of los Devices Do Not Have Direct Access To The File System"

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MATCH 63

"This Is Different From The Android Os Which Allows Users To Work With Files Directly"

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MATCH 64

"Windows The File Management Module In Windows Also Supports Direct Access To Files"

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MATCH 65

"Users Have Robust Security Features"

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MATCH 66

"They Can Also Store Data About Different Apps And Drivers"

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MATCH 67

"Windows Mobile Provides Support For Difference Flavours Of Storage Features"

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MATCH 68

"Blackberry Procnto Is Blackberrys Microkernel And Process Manager"

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MATCH 69

"At Startup, Procnto Populates The Pathname Space With: Prefix Description / Root Of The File System"

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MATCH 70

"/proc/boot/ Some Of The Files From The Boot Image Presented As A Flat File System"

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MATCH 71

"/proc/ Pid The Running Processes, Each Represented By Its Process Id (pid)"

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MATCH 72

"/dev/zero A Device That Always Returns Zero"

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MATCH 73

"Used For Allocating Zero-filled Pages Using The Mmap() Function"

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MATCH 74

"/dev/mem A Device That Represents All Physical Memory"

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ORIGINALITY REPORT

90%

PLAGIARISM PERCENTAGE

0%

OTHER SOURCES

90%

STUDENT THESIS

PRIMARY SOURCES

Submitted to University of Lagos

STUDENT THESIS

TITLE: COMPARISON OF MOBILE OPERATING SYSTEMS

AUTHOR: NENNE NWODO