Topics and sub topics of Chapter 1 Introduction

1. What Operating Systems Do
    a. User View
    b. System View
    c. Defining OS
2. Computer-System Organization
    a. Interrupts
    b. Storage structure
    c. I/O structure
3. Computer-System Architecture
    a. Single Processor Operating System
    b. Multi Processing Operating System
    c. Clustered System
4. Operating-System Operations
    a. Multiprogramming
    b. Multi Processing
    c. Dual Moed
    d. Multi Mode
    e. Timer
5. Security and Protection
6. Computing Environments
    a. Traditional Computing
    b. Mobile Computing
    c. Client Serve Computing
    d. Peer to peer Computing
    e. Cloud Computing
    f. Real Time Embedded System

Topics and sub topics of Chapter 2 Operating System Structure

1. Operating System Services
2. User and operating system Interface
    a. Command Line Interface
    b. Graphical User Interface
    c. Touch Screen Interface
    d. Choice of interface
3. Systems
    a. Example
    b. Application Program Interface
    c. Types of System calls
4. System Services
5. Linker and Loader
6. Operating System Structures
    a. Monolithic
    b. Layered

    c. Modules
    d. Microkernels
    e. Hybrid

Topics and sub topics of Chapter 3 Processes

1. Process Concept
    a. Process
    b. Process State
    c. Process Control Block
    d. Threads
2. Process Scheduling
    a. Scheduling Queues
    b. CPU scheduling
    c. Context Switches
3. Operations on Processes
    a. Process creation
    b. Process Termination
4. Interprocess Communication