

Week 12 (Revision)

The main aims of this week's lecture are to:

- refresh your memory on what *Major Topics* were covered during the semester
 - a brief review of these topics
- discuss the format of the *Final Exam*:
 - what topic areas are covered (& which are examinable)
 - the type of questions to expect, or not expect

What have we learnt?

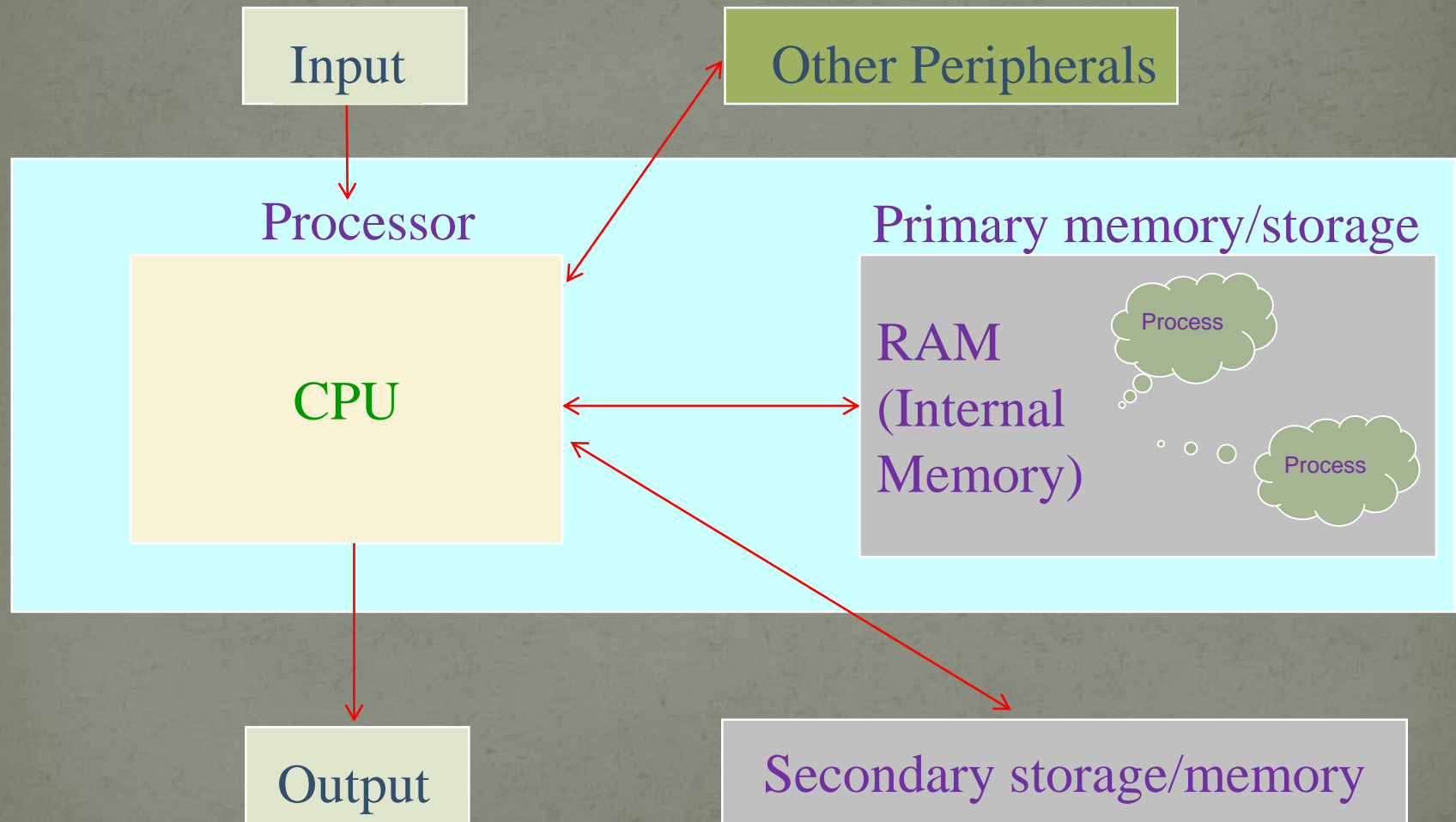
- Introduction to a *typical* computer system
- Computing history
- Operating Systems (O/S's)
 - File Management
 - Process Scheduling
 - Memory Management
- Unix Operating System Basics
- Unix Shell Scripting
- System Performance Enhancements & Measurements
- Practical Tasks : Installing & managing/using a small *Ubuntu* Linux system. Installing and configuring Linux applications. Simple Unix Shell Scripting.

Topic Overview

A *Typical Computer System* - what are the various components in a typical computing environment?

- Hardware, software, users, processes
- The working of the idealised “Simple Digital Computer”
- CPU, Memory, Bus, Cache, I/O Devices, etc
- Secondary storages
- Fetch/execute cycle
- Machine Instructions, Assembler, High-Level Languages
- Interrupts
 - Software/Timer/I-O interrupts

Outline of a Simplified Computer



Topic Overview Cont'd

Computing History

- Computers in the early days
- Computing pioneers
- Operating Systems, programming languages

Topic Overview Cont'd

O/S Introduction

- O/S functions: file/memory/process management
- O/S types: single/multi-users, single/multi-tasking, ...
- Unix, Linux, MS Windows, ...

Topic Overview Cont'd

File Management

- Concept of a File
- Logical versus Physical File Systems
 - Hierarchical versus Flat file systems
- Basic File Management Features
 - mapping logical to physical file systems
 - file manipulation (creation, copy, move, etc...)
 - user management
- File access & Security

Topic Overview Cont'd

Memory Management

- Primary versus Secondary memory
- Logical versus Physical Address mapping
 - mapping logical Pages to physical Frames
- Memory Partitioning – Fixed versus Dynamic
- Memory Fragmentation – Internal versus External
- Virtual Memory Techniques
 - Paging versus Segmentation
 - different algorithms of implementation
- Program Locality and Working Set

Topic Overview Cont'd

Process Management

- Processes & Threads
- Process States (Ready/Running/Blocked) & transitions
- Process Table & Process Control Blocks
 - store info about the individual process
- Process Scheduling
 - Scheduling algorithms
- IPCs & Deadlocks
 - Deadlock conditions
 - Semaphores (*wait* & *signal*), Critical Sections
 - IPC: inter-process communication mechanisms

Topic Overview Cont'd

Unix Operating System

- Unix File types
 - ordinary files, directories, special files
 - symbolic versus hard links
 - standard input/output/error
- Unix File System (hierarchical)
 - root directory, user home directories
 - absolute versus relative paths
 - logical versus physical views
- File & Directory permissions
- I/O/Error redirections, Pipes
- Different *Shell* variants, eg . bash, tcsh, etc
- Unix commands

Topic Overview Cont'd

Unix Shell Scripting

- Unix commands
 - pattern matching, command sequences, command chaining/piping
- Shell Scripts
 - variables : built-in versus user-defined
 - escape character, single/double/back-quotes
 - sequence/selection/repetition constructs
 - common errors : incorrect use of spaces, wrong type of quotes, wrong syntax, using variables incorrectly, etc

Topic Overview Cont'd

Improving Technologies/Performance

- Faster processing within CPU
 - CISC/RISC architecture, faster clock speed, instruction pipelining, scalar/superscalar processing, etc
- Multi-threading (single CPU)
- Multiple CPU's (single computer)
- Distributed systems (multiple co-operating computers)
- Wider, faster data and instruction buses
- Faster external disk access
- More (and faster) memory, including advanced cache technology. Better memory managements, such as Virtual Memory
- Faster, better quality display
- Performance benchmarks

Final Exam

Here are some details for the Final Exam:

Date : Check your Monash Portal
Time : Check your Monash Portal
Duration : 2 hours (+10 mins reading)
Venue : Check your Monash Portal

- paper-based; closed-book; no computer access; no calculators.
- worth 60% of subject assessment (the other 40% is from the lab session tasks).
- covers all materials from weeks 1-12 (inclusive).

Study Tips for Exam

- Here are some suggestions on how to *prepare* for the Final Exam:
 - **Practical Questions:**
 - re-do all your lab exercises, without looking at your previous answers:
 - form study groups with other students, and compare/discuss each others' solutions
 - **Theory Questions:**
 - read through all the lecture notes, making sure you understand all the concepts presented in them.
 - check out the general format (as shown in this lecture) of the Exam to see what type of questions to expect.

Final Exam General Format

*** Please note the following points:*

- *these are just rough guides, indicating the major topic(s) to be examined in each question – so DO NOT memorize the examples shown!*
- *the mark allocations are only approximates (but are usually fairly accurate).*

Final Exam General Format

- **all** answers are to be written on the question booklet itself. **No** separate answer booklet will be provided.
- blank spaces are provided on the question booklet for you to write your answers:
 - write only within the spaces provided
 - overly-long answers will not be marked
 - for the multiple-choice questions, circle your answers on the actual questions

Final Exam General Format

Section A: Multiple Choice ~20%

10 Questions:

- short questions to test your understanding of *Computer Technology* concepts & terminologies
- cover all topics (theory + practical), including basic Unix concepts/commands
- attempt all questions:
 - only mark one answer per question
 - no marks deducted for incorrect answers

Final Exam Format (contd.)

Section B: Short-Answers ~80%

5 Questions (multi-parts) :

- short-answer questions, covering:
 - **theory**
 - various theoretical concepts
 - do not write overly-long answers!
 - write only within the spaces provided
 - **practical**
 - Unix shell commands
 - Unix vi commands
 - Unix shell scripting

Final Exam Format (contd.)

Q.11 ~19%

- Unix Terminologies/Concepts
 - eg. Unix shells, command line arguments, directory structure, ...
- small topics on Unix shell commands
 - eg. basic Unix shell command knowledge

Final Exam Format (contd.)

Q.12 ~17%

- General O/S Concepts
 - eg. Process/Memory/File Management, Deadlocks, IPCs, Semaphores, Critical Sections, Scheduling, Process States, etc

Q.13 ~10%

- Unix vi commands
 - commands to carry out common tasks

Final Exam Format (contd.)

Q.14 ~18%

- Small misc topics
 - eg. Unix shell concepts, file systems/paths, IP addresses, subnet masks, etc

Final Exam Format (contd.)

Q.15 ~16% (practical question)

- Unix Shell basics
 - common Unix commands to perform basic tasks
- Shell Scripting
 - basic Unix scripts
 - need to know names of common shell commands, formats of the *sequence/selection/repetition* constructs, general syntax, etc
 - **** Sufficient to base revision on lab tasks ****

Answering exam questions

- the number of marks allocated to a question is generally a rough guide (or hint) to how complex the answer is... eg. a 5-mark question would probably not require a 15-page, one-hour, answer!
- write clearly and in a tidy manner. **Do not use RED pen.**
- read the question carefully – an excellent answer to the wrong question will not score any marks!

Answering exam questions...

- follow the instructions – eg. if the question asks you to describe 3 things, do not describe more than 3!
- if you cannot completely answer a question, do not just skip it entirely – answer the part(s) that you do understand, to earn at least some marks.
- do not change the question to suit your answer!

Some sample Questions...

Multiple-choice Question examples:

Q.a Which of the following statements is **not true** about process scheduling?

- (a) pre-emptive scheduling means the O/S can force a process to relinquish the CPU
- (b) a “round-robin” algorithm means processes are executed in the reverse order that they arrive
- (c) a high-level scheduler decides which process will be admitted into the system ready queue
- (d) both (b) and (c)
- (e) both (a) and (c)

Q.b Which of the following is a characteristic of a *RISC*-based CPU architecture?

- (a) small number of high-speed registers
- (b) small instruction word size
- (c) small number of specialised instructions
- (d) none of the above

Some sample Questions...

Theory Question example:

Q.x [8+8=16 marks]

- (a) Briefly explain what a **semaphore** is, in the context of managing non-sharable resources. Your answer must include a brief explanation of the 2 main operations allowable on semaphores.

.... Space provided for answer

← write only within this space!

- (b) Pick any **TWO (2)** of the following Unix concepts, and explain them briefly. Provide a simple example to illustrate each of them.

- i. file system hierarchy
- ii. file permissions
- iii. internal memory fragmentation

.... Space provided for answer

← write only within this space!

Some sample Questions...

Practical Question example :

Q.y [9+7=16 marks]

- a) Write a single **Unix** command to perform each of the following tasks :
- list all the files in the **/usr/bin** directory (recursively) whose names start with 'h', and contain at least 5 letters. Assume that you are in your home directory.

.... Space provided for answer

← write only within this space!

- etc...

Assume that the operating system in question is **Ubuntu Linux**, and the shell used is **bash**. Unless stated otherwise, only one single command is needed for each task. The tasks are not related to each other.

- b) Write a script to perform the following tasks.....
(Similar to the scripting questions from the Week 10-12 labs. **Read the questions carefully!**)

.... Space provided for answer

← write only within this space!

Best of luck for all
your exams!