The UTD System was down the whole day this Saturday so I had some troubles trying to access the book as well as full – filling the activity of this week. I was so frustrated because I could not do anything without accessing the UTD System even after I asked my friend to send me the labs pdf files that she downloaded while doing them. So, writing the essay seemed to be the only thing that I could do. Luckily, I found the pdf version of the book but I did not have much time to read the book thoroughly, so in this essay I am going to write about the things that I consider noteworthy while skimming through the chapter. The chapter described the dominant standards: ISO C, POSIX, and the Single UNIX Specification, along with these standards effect on the four platforms – Free BSD, Linux, Mac OS X and Solaris. The chapter then discuss the effects of these UNIX programming standards on the operating system implementations that are  
described in this book. An important part of all the standardization efforts is the  
specification of various limits that each implementation must define, so we look at these  
limits and the various ways to determine their values. The two types of limits needed are Compile-time limits and Runtime limits. The UNIX system that was invented in the late 20th century and has been developing ever since has had such a huge impact on the development of the modern systems that are universally used. It is the basis and tremendously influenced widely popular operating systems like Mac and Linux. The fact that so many software, systems and utilities are built with or on top of other software fosters an environment of innovation that we should not take for granted. We should be thankful for that there are so many people who put effort to improve and enhancement the quality of life of software.