I will write a report on the topic of Operating System Structures. Operating System Structures refer to the different components or layers that make up the operating system. It is the way in which the operating system is organized, including its design and architecture. There are two main structures of operating systems, monolithic and microkernel. Monolithic operating systems consist of a single large program that contains all the necessary system functions, while microkernel systems divide these functions into separate components that communicate with each other through a well-defined interface.

Microkernel operating systems are considered more flexible and scalable than monolithic systems because they allow for individual components to be easily added or removed without affecting the rest of the system. This also makes it easier to fix bugs and improve performance because only the affected component needs to be updated, rather than the entire operating system. Additionally, microkernel systems are often more secure because they limit the amount of code running in kernel mode, making it harder for malicious code to take control of the system. Despite these advantages, microkernel systems can be slower than monolithic systems because of the overhead of inter-process communication. Overall, the choice between a monolithic or microkernel structure depends on the specific needs and requirements of the operating system and its intended use.

**References**

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