

01/08/2022

CS347

lecture 1.

① What is an operating system?

- sw that helps build ~~execute~~ other programs.
- interface between users & machine.
 - ↳ manage hardware & control
- sw that enables ubiquitous computing.

② Why ~~is~~ an OS?

- simplify access to functionality
- schedule, & ~~access~~ ^{control} ~~manage~~ HW resources
-

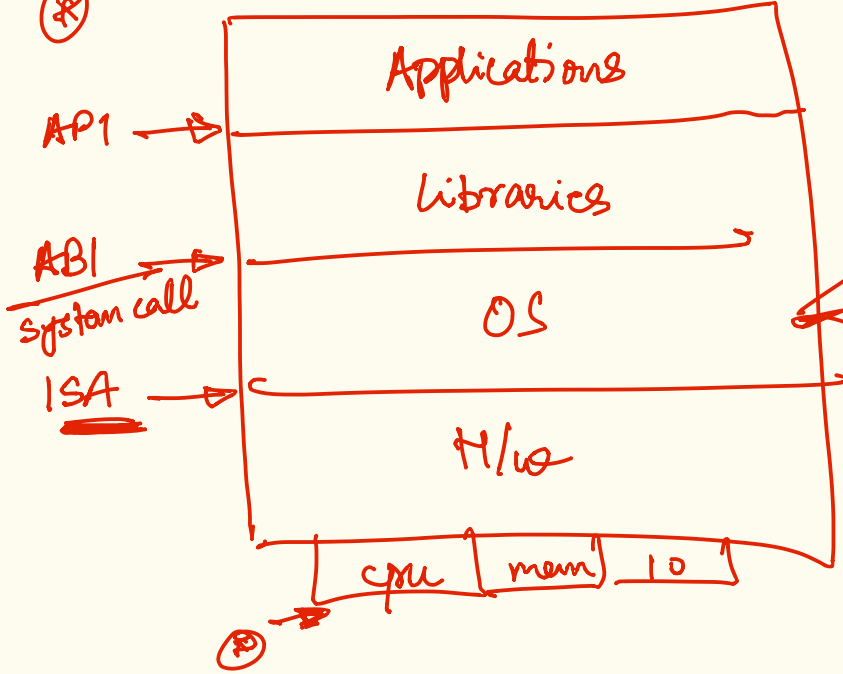
⊛ "a machine is a glorified paper-weight!"

desktop
laptop
phone } transistors, gates, flip-flops,
binary logic units, ...

⇒ abstractions!

- functionality defined by one entity & used by others.
- implementation detail not the bother of users.
- comes with an interface.

Ⓜ



slow stack.

abstractions

files, file system.

Gui/windowing system

per process isolated memory (address space)

Processes!