

CS 347 m

Lecture #1 2-way street

what is an OS?

~ helps us communicate w/ a machine

~ manages the operations.

~ SW is a manager of all applications

~ manager of hw resources (?)
memory, CPU, disk, network

~ SW that interfaces w/
the hardware

systems / system software

- software | set of tools

to enable computing services
appl's logic

e.g.: compiler

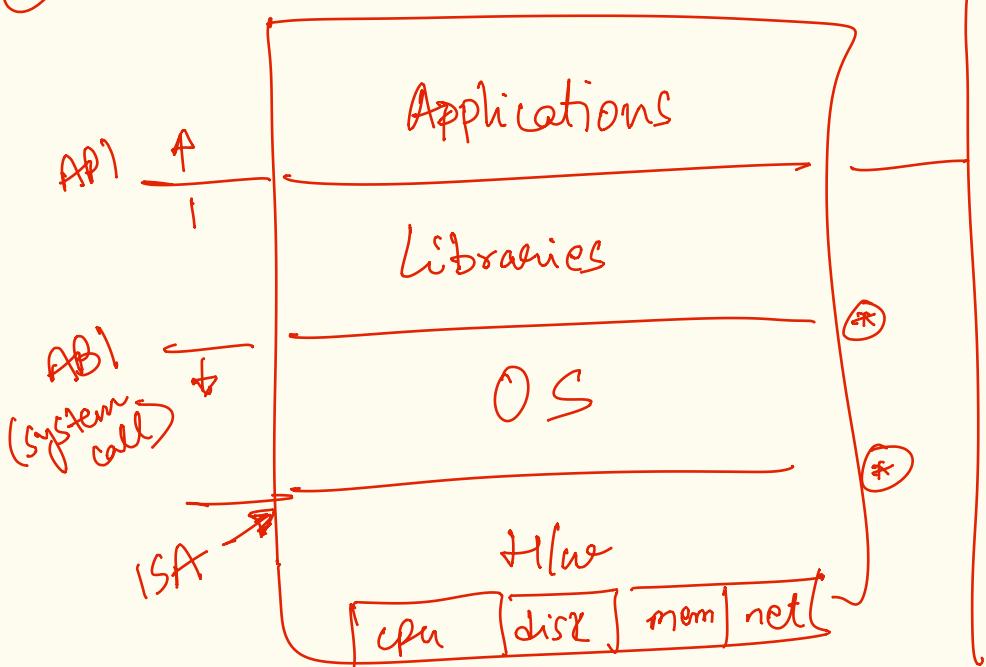
- interpreters

- operating system

- parsers

- device drivers

...



what does an OS do?

actions/primitives

~ scheduling ^{IO} _{appl's.}

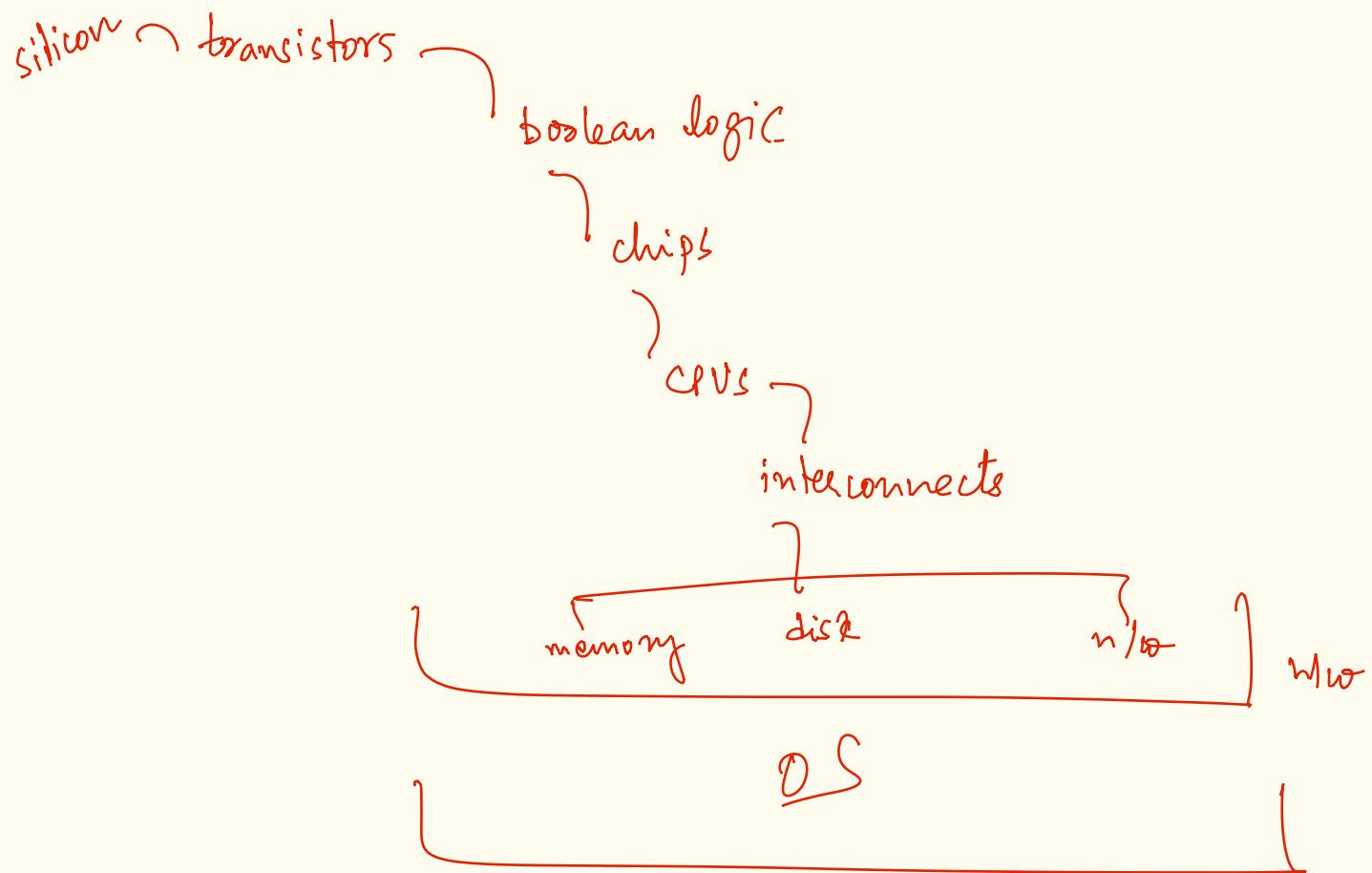
~ memory mgmt.
alloc / dealloc

~ I/O interfacing

~ power mgmt.

~ start / stop / pause programs

why an OS?



* abstractions → Key to the computing world
⇒ world peace!

- ~ functionality / services defined / described / made available by one entity and used / consumed by a different entity.
- ~ implementation details are not of concern to the user.
- ~ capabilities are defined via an interface