

UNIT I OVERVIEW 8

General Overview of the System : History – System structure – User perspective – Operating system services – Assumptions about hardware. Introduction to the Kernel : Architecture of the UNIX operating system – Introduction to system concepts. The Buffer Cache: Buffer headers – Structure of the buffer pool – Scenarios for retrieval of a buffer – Reading and writing disk blocks – Advantages and disadvantages of the buffer cache.

UNIT II FILE SUBSYSTEM 8

Internal representation of files: Inodes – Structure of a regular file – Directories – Conversion of a path name to an Inode – Super block – Inode assignment to a new file – Allocation of disk blocks.

UNIT III SYSTEM CALLS FOR THE FILE SYSTEM 10

Open – Read – Write – File and record locking – Adjusting the position of file I/O – Lseek – Close – File creation – Creation of special files – Changing directory, root, owner, mode – stat and fstat – Pipes – Dup – Mounting and unmounting file systems – link – unlink.

UNIT IV PROCESSES 10

Process states and transitions – Layout of system memory – The context of a process – Saving the context of a process – Manipulation of the process address space - Sleep. Process Control : Process creation – Signals – Process termination – Awaiting process termination – Invoking other programs – user id of a process – Changing the size of a process - Shell – System boot and the INIT process– Process Scheduling.

UNIT V MEMORY MANAGEMENT AND I/O 9

Memory Management Policies : Swapping – Demand paging. The I/O Subsystem : Driver Interface – Disk Drivers – Terminal Drivers– Streams – Inter process communication.

TOTAL = 45**TEXT BOOKS**

1. Maurice J. Bach, “The Design of the Unix Operating System”, First Edition, Pearson Education, 1999.

REFERENCES

1. B. Goodheart, J. Cox, “The Magic Garden Explained”, Prentice Hall of India, 1986.
2. S. J. Leffler, M. K. Mckusick, M. J. .Karels and J. S. Quarterman., “The Design and Implementation of the 4.3 BSD Unix Operating System”, Addison Wesley, 1998.