



SNS COLLEGE OF ENGINEERING

Kurumbapalayam(Po), Coimbatore - 641 107

Accredited by NAAC-UGC with 'A' Grade

Approved by AICTE, Recognized by UGC & Affiliated to Anna University,
Chennai

Department of Information Technology

Operating Systems

Lecture Series 1 : Introduction

Prepared By ● ● ●
R.Vaishnavi.,AP/IT ● ● ●
SNSCE. ● ● ●
● ● ●

R.Vaishnavi,AP/IT,SNSCE



What is an Operating System?

- A program that acts as an intermediary between a user of a computer and the computer hardware.

Operating system goals:

- Execute user programs and make solving user problems easier
- Make the computer system convenient to use
- Use the computer hardware in an efficient manner



Computer System Structure:

Computer system can be divided into four components:

Hardware:

- provides basic computing resources
- CPU, memory, I/O devices

Operating system

- Controls and coordinates use of hardware among various applications and users

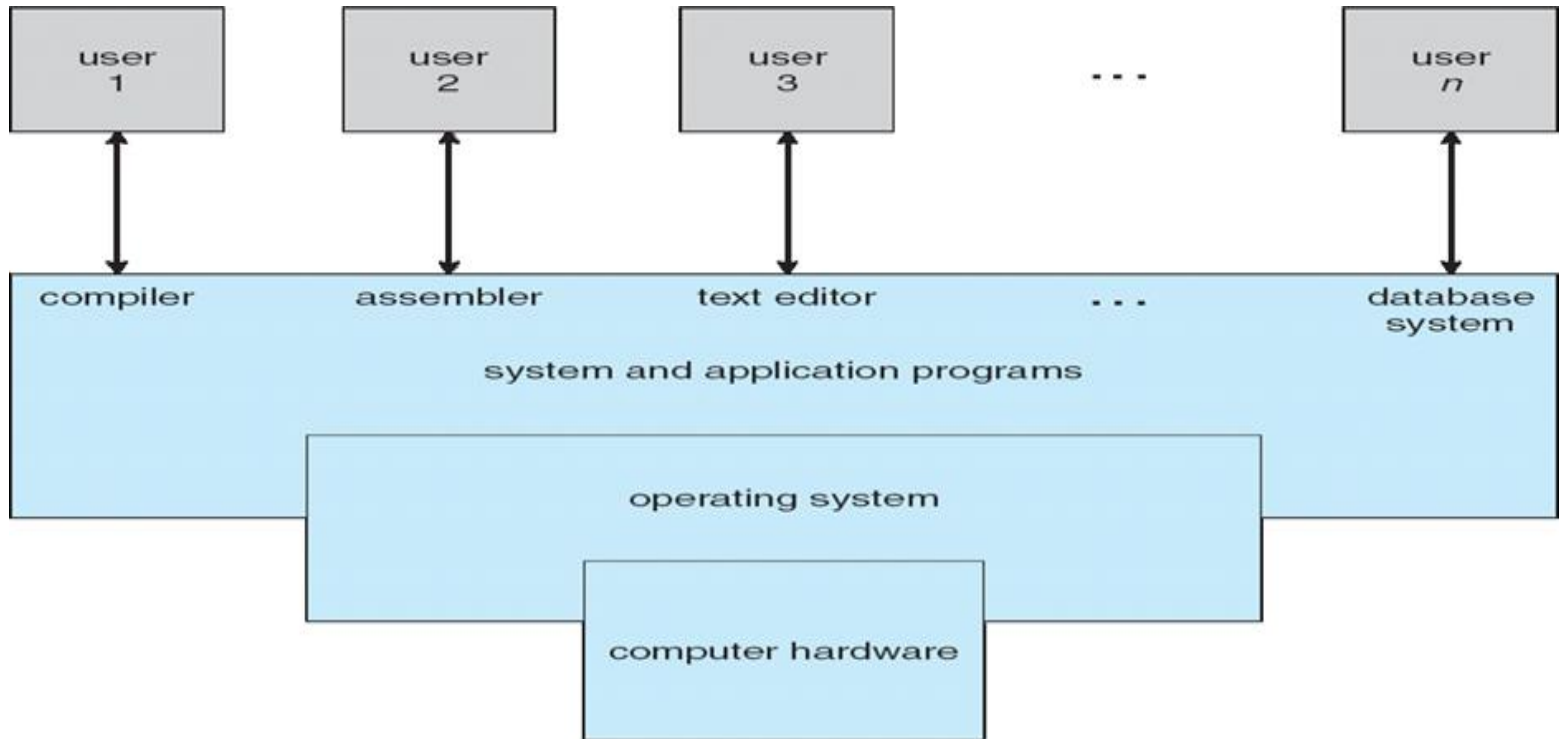
Application programs

- define the ways in which the system resources are used to solve the computing problems of the users
- Word processors, compilers, web browsers, database systems, video games

Users

- People, machines, other computers

Computer System Structure:





Operating System Definition

- **OS is a resource allocator**

- Manages all resources
- Decides between conflicting requests for efficient and fair resource use

- **OS is a control program**

- Controls execution of programs to prevent errors and improper use of the computer

- The one program running at all times on the computer” is the kernel.
- Everything else is either
 - a system program (ships with the operating system) , or
 - an application program.

What Operating Systems Do:

- Users want convenience, ease of use and good performance
- Don't care about resource utilization
- But shared computer such as mainframe or minicomputer must keep all users happy
- Users of dedicate systems such as workstations have dedicated resources but frequently use shared resources from servers
- Handheld computers are resource poor, optimized for usability and battery life
- Some computers have little or no user interface, such as embedded computers in devices and automobiles





Computer Startup

- Bootstrap program is loaded at power-up or reboot
 - Typically stored in ROM or EPROM, generally known as firmware
 - Initializes all aspects of system
 - Loads operating system kernel and starts execution

