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FACULTY OF ENGINEERING & TECHNOLOGY

BCS-501 Operating System

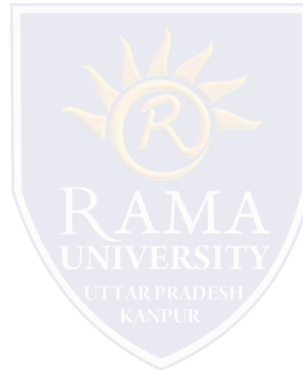
Lecturer-40

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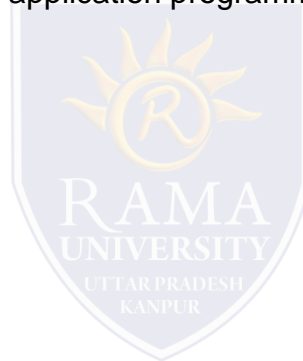
Computer Science & Engineering

- **History**
- **Design Principles**
- **System Components**
- **Environmental Subsystems**
- **File system**



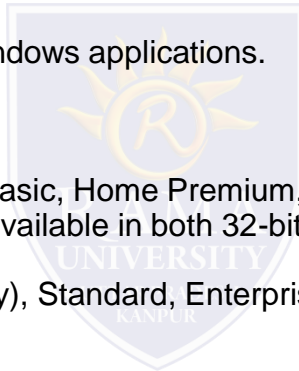
Windows 7

- To explore the principles upon which Windows 7 is designed and the specific components involved in the system
- To understand how Windows 7 can run programs designed for other operating systems
- To provide a detailed explanation of the Windows 7 file system
- To illustrate the networking protocols supported in Windows 7
- To cover the interface available to system and application programmers



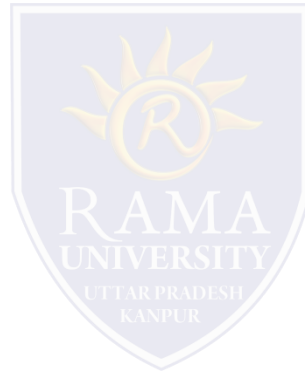
Windows 7

- 32-bit preemptive multitasking operating system for Intel microprocessors
- Key goals for the system:
 - portability
 - security
 - POSIX compliance
 - multiprocessor support
 - extensibility
 - international support
 - compatibility with MS-DOS and MS-Windows applications.
- Uses a micro-kernel architecture
- Available in six client versions, Starter, Home Basic, Home Premium, Professional, Enterprise and Ultimate. With the exception of Starter edition (32-bit only) all are available in both 32-bit and 64-bit.
- Available in three server versions (all 64-bit only), Standard, Enterprise and Datacenter



History

- In 1988, Microsoft decided to develop a “new technology” (NT) portable operating system that supported both the OS/2 and POSIX APIs
- Originally, NT was supposed to use the OS/2 API as its native environment but during development NT was changed to use the Win32 API, reflecting the popularity of Windows 3.0.

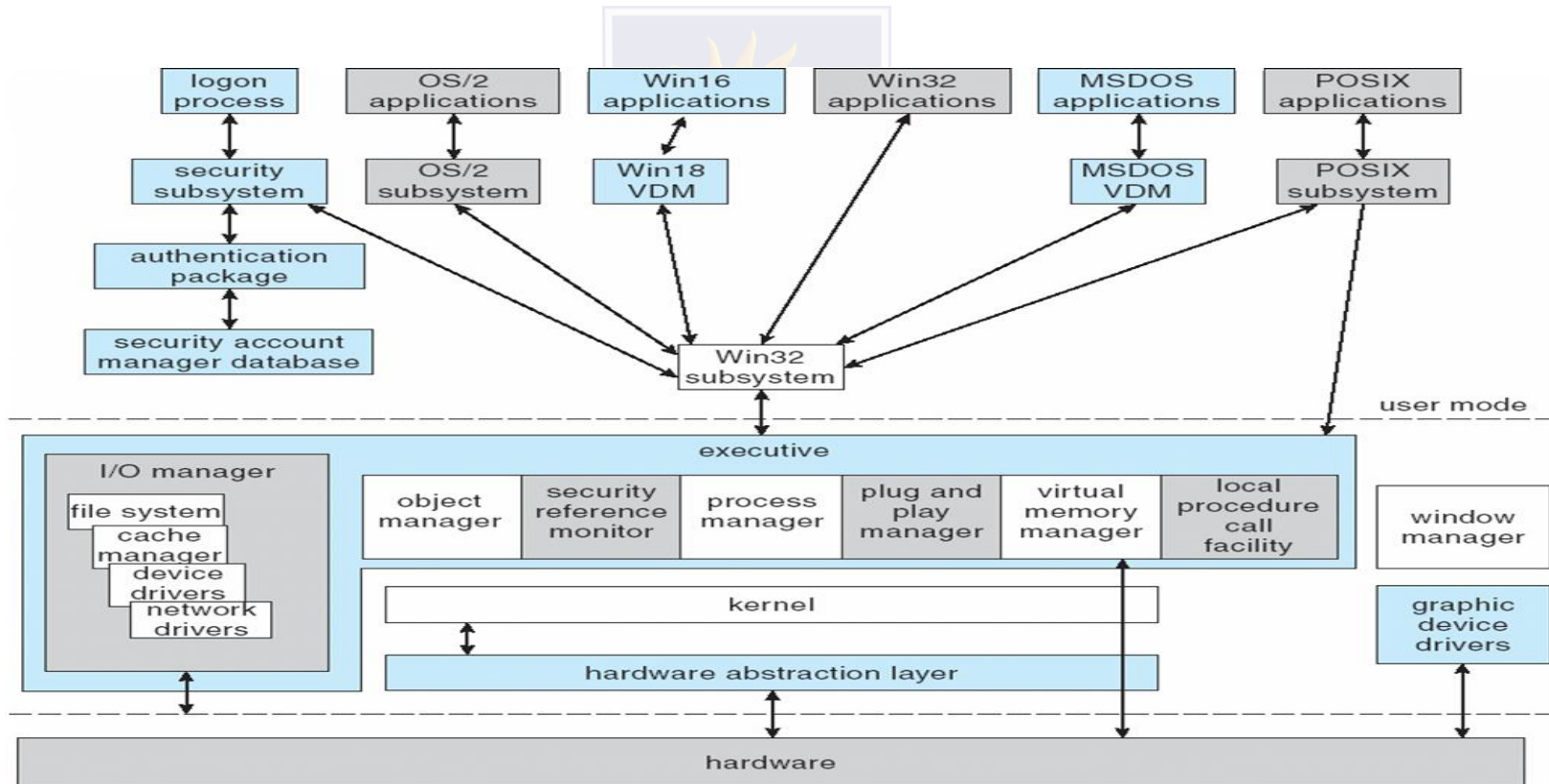


Design Principles

- Extensibility — layered architecture
 - Executive, which runs in protected mode, provides the basic system services
 - On top of the executive, several server subsystems operate in user mode
 - Modular structure allows additional environmental subsystems to be added without affecting the executive
- Portability — Windows 7 can be moved from one hardware architecture to another with relatively few changes
 - Written in C and C++
 - Processor-specific portions are written in assembly language for a given processor architecture (small amount of such code).
 - Platform-dependent code is isolated in a dynamic link library (DLL) called the “hardware abstraction layer” (HAL)
- Reliability — Windows 7 uses hardware protection for virtual memory, and software protection mechanisms for operating system resources
- Compatibility — applications that follow the IEEE 1003.1 (POSIX) standard can be compiled to run on 7 without changing the source code
- Performance — Windows 7 subsystems can communicate with one another via high-performance message passing
 - Preemption of low priority threads enables the system to respond quickly to external events
 - Designed for symmetrical multiprocessing
- International support — supports different locales via the national language support (NLS) API

Windows 7 Architecture

- Layered system of module
- Protected mode — hardware abstraction layer (HAL), kernel, executive
- User mode — collection of subsystems
 - Environmental subsystems emulate different operating systems
 - Protection subsystems provide security functions



Kernel — Process and Threads

- The process has a virtual memory address space, information (such as a base priority), and an affinity for one or more processors.
- Threads are the unit of execution scheduled by the kernel's dispatcher.
- Each thread has its own state, including a priority, processor affinity, and accounting information.
- A thread can be one of six states: ready, standby, running, waiting, transition, and terminated.
- Kernel — Scheduling:-----
- The dispatcher uses a 32-level priority scheme to determine the order of thread execution.
 - Priorities are divided into two classes
 - The real-time class contains threads with priorities ranging from 16 to 31
 - The variable class contains threads having priorities from 0 to 15
- Characteristics of Windows 7's priority strategy
 - Trends to give very good response times to interactive threads that are using the mouse and windows
 - Enables I/O-bound threads to keep the I/O devices busy
 - Complete-bound threads soak up the spare CPU cycles in the background
- Scheduling can occur when a thread enters the ready or wait state, when a thread terminates, or when an application changes a thread's priority or processor affinity
- Real-time threads are given preferential access to the CPU; but 7 does not guarantee that a real-time thread will start to execute within any particular time limit .
 - This is known as soft realtime.

Which one is a 'text editor' for Microsoft Windows?

- (A) MS Word
- (B) Ms Excel
- (C) WordPad
- (D) Notepad

Which one is the default 'Word Processor' for Microsoft Windows?

- (A) MS Word
- (B) Ms Paint
- (C) WordPad
- (D) Notepad



What is the maximum size of a word document created?

- (A) 1 MB
- (B) 32 MB
- (C) 16MB
- (D) 999KB

Which key combination is used to minimize all open windows and displays in the screen?

- (A) Alt+M
- (B) Shift+M
- (C) Windows Key+D
- (D) CTRL+D

Which web browser is provided default with a Windows machine?

- (A) Opera
- (B) IE
- (C) Chrome
- (D) Mosaic

