

# Tribhuvan University

## Central Department of Computer Science & Information Technology

**Level** : Bachelor

**Full Marks:** 60+20+20

**Course** : BSc. CSIT

**Pass Marks:** 24+8+8

**Subject** : Operating System

**Subject code:** CSC 203

**Year:** II

**Credit Hour** : 3 hours

**Lecture Hour:** 7 LH (3 Theory, 1 Tutorial, 3 Lab)

**Semester:** I

Unit	Description	Lecture Hour
1.	Introduction	6
	1.1 History of Operating System: <ul style="list-style-type: none"><li>• The first generation of computer</li><li>• The second generation of computer</li><li>• The third generation of computer</li><li>• The fourth generation of computer</li></ul> 1.2 Operating System Concept: <ul style="list-style-type: none"><li>• Real-Time &amp; Time Sharing</li><li>• Mainframe operating system</li><li>• Personal computer (PC) operating system</li><li>• Introduction to system calls</li><li>• The shell</li></ul> 1.3 Operating System Structure: <ul style="list-style-type: none"><li>• Monolithic systems</li><li>• Layered systems</li><li>• Virtual machine</li><li>• Client-server model</li></ul>	
2.	Process Management	14
	2.1 Introduction to Processes: <ul style="list-style-type: none"><li>• The process model</li><li>• Implementation of processes</li><li>• Threads</li><li>• Thread model</li><li>• Thread usage</li><li>• Implementing thread in user space</li></ul> 2.2 Interprocess communication & synchronization: <ul style="list-style-type: none"><li>• Race Conditions</li><li>• Critical Regions</li><li>• Mutual Exclusion with busy waiting</li><li>• Sleep &amp; Wakeup</li><li>• Semaphores</li><li>• Introduction to message passing</li><li>• The Dining Philosophers Problem</li></ul>	

	<p>2.3 Process Scheduling:</p> <ul style="list-style-type: none"> <li>• Round Robin Scheduling</li> <li>• Priority Scheduling</li> <li>• Multiple Queues</li> </ul>	
3	<p>Memory Management</p> <p>3.1 Memory Management without Swapping or Paging:</p> <ul style="list-style-type: none"> <li>• Monoprogramming without swapping &amp; paging</li> <li>• Multiprogramming and Memory usage</li> <li>• Multiprogramming and Fixed partition</li> </ul> <p>3.2 Swapping:</p> <ul style="list-style-type: none"> <li>• Memory Management with Bit Maps</li> <li>• Memory Management with Linked Lists</li> <li>• Memory Management with Buddy System</li> <li>• Allocation of Swap Space</li> <li>• Analysis of Swapping System</li> </ul> <p>3.3 Virtual Memory:</p> <ul style="list-style-type: none"> <li>• Paging</li> <li>• Page Tables</li> <li>• Example of Paging Hardware</li> <li>• Associative Memory</li> </ul> <p>3.4 Page Replacement Algorithms:</p> <ul style="list-style-type: none"> <li>• The Optimal Page Replacement Algorithms</li> <li>• The FIFO</li> <li>• The Second Chance Page Replacement Algorithms</li> <li>• The Least Recently Used</li> <li>• Modeling Paging Algorithms (Stack Algo.)</li> </ul> <p>3.5 Segmentation:</p> <ul style="list-style-type: none"> <li>• Implementation of Pure Segmentation</li> <li>• Segmentation with Paging: MULTIC</li> <li>• Segmentation with Paging: The Intel</li> </ul>	7
4	<p>File System</p> <p>4.1 Files:</p> <ul style="list-style-type: none"> <li>• File naming</li> <li>• File structure</li> <li>• File types</li> <li>• File access</li> <li>• File attributes</li> <li>• File operations</li> <li>• Memory mapped files</li> </ul> <p>4.2 Directories:</p> <ul style="list-style-type: none"> <li>• Hierarchical directory system</li> <li>• Path names</li> <li>• Directory operations</li> </ul> <p>4.3 File System Implementation</p> <ul style="list-style-type: none"> <li>• Implementing files</li> <li>• Implementing directories</li> </ul>	6

	<ul style="list-style-type: none"> <li>• Shared files</li> <li>• Disk space management</li> <li>• File system reliability</li> <li>• File system performance</li> </ul>	
5	<p>Device Management</p> <p>5.1 Principle of I/O Hardware:</p> <ul style="list-style-type: none"> <li>• I/O Device</li> <li>• Device Controller</li> <li>• Direct Memory Access</li> </ul> <p>5.2 Principle of I/O Software:</p> <ul style="list-style-type: none"> <li>• Goals of I/O Software</li> <li>• Interrupt Handlers</li> <li>• Device Drivers</li> </ul> <p>5.3 Disk Management:</p> <ul style="list-style-type: none"> <li>• Disk Structure</li> <li>• Disk Scheduling Algorithm</li> <li>• Error Handling and Formatting</li> <li>• Stable Storage Management</li> </ul> <p>5.4 Terminals:</p> <ul style="list-style-type: none"> <li>• Terminal Hardware</li> <li>• Memory-Mapped Terminals</li> <li>• Input-Output Software</li> </ul>	12
6	<p>Deadlocks</p> <p>6.1 Deadlocks:</p> <ul style="list-style-type: none"> <li>• Conditions for Deadlock</li> <li>• Deadlock Modeling</li> </ul> <p>6.2 Deadlock Detection, Recovery And Prevention:</p> <ul style="list-style-type: none"> <li>• Deadlock Detection with One Resource of Each Type</li> <li>• Deadlock Detection with Multiple Resource of Each Type</li> <li>• Deadlock Prevention</li> </ul>	

Text Books:

1. Modern Operating System – Andrew S. Tanenbaum, 2<sup>nd</sup> Edition
2. An Introduction to Operating System Concepts and Practice – Pramod Chandra Bhatt, 2<sup>nd</sup> Edition
3. Operating System Concept – Silberschatz, Galvin and Gagne, 6<sup>th</sup> Edition

Laboratory Works:

Small Type of programming (using C programming) of:

- Process Creation
- Process Termination
- Process Deletion
- Process Communication
- Classical Interprocess Communication Problem
- Filing System
- I/O Handling

Assignments:

- 10 Assignments

Tests:

- Internal Tests

Teaching Techniques:

- Lectures
- Demonstration
- Assignment (after completion of a unit)
- Oral/Viva

Working Environment:

- Linux/Windows Based

Case Study:

- Any One Operating System