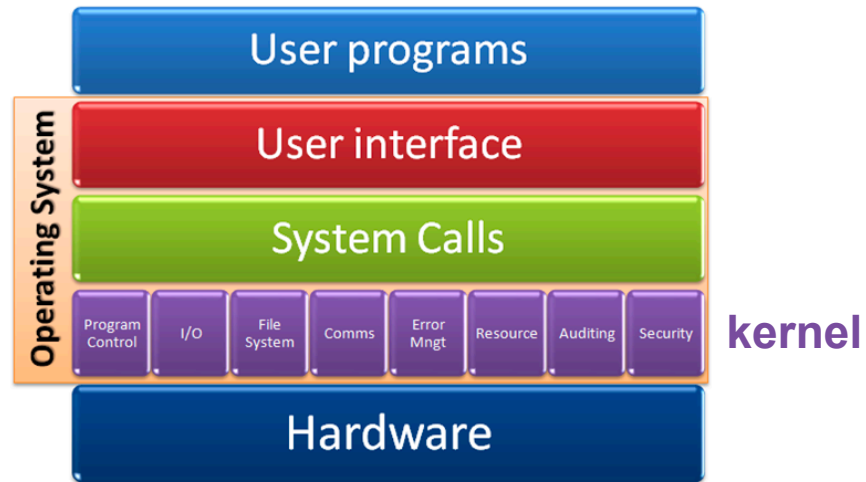
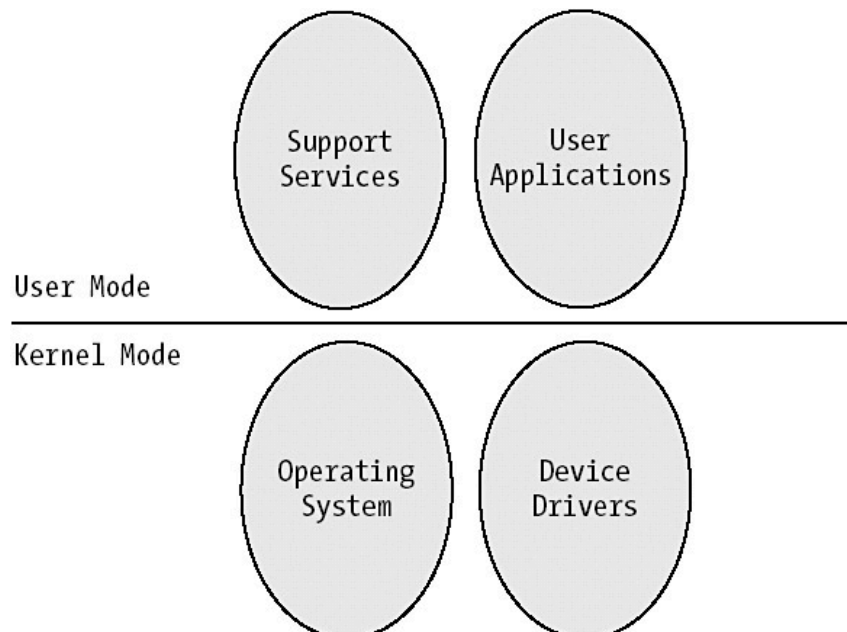


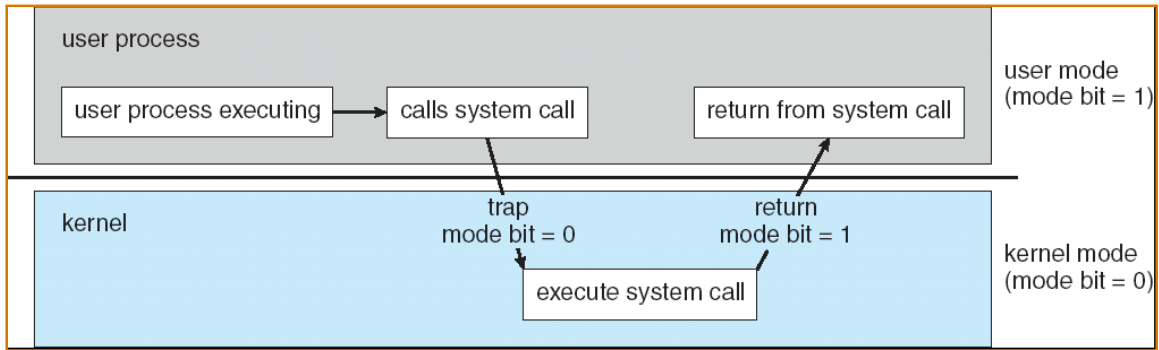
# OS Organization



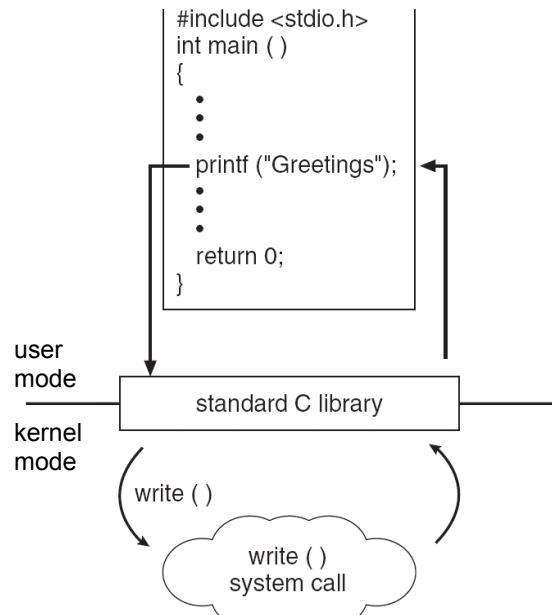
# User and Kernel Mode



# System Calls



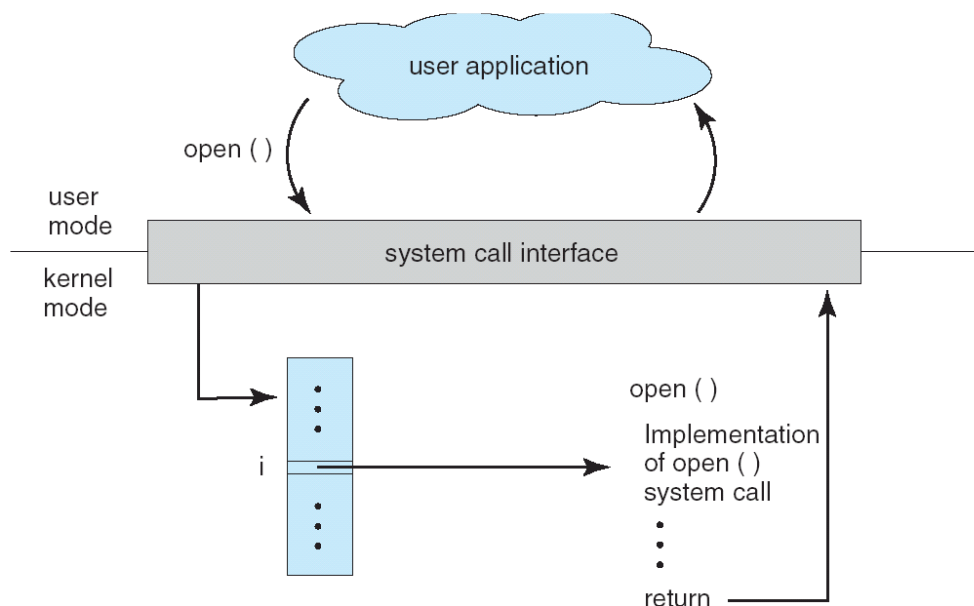
# Making a System Call



# Example System Calls

	Windows	Unix
Process Control	CreateProcess() ExitProcess() WaitForSingleObject()	fork() exit() wait()
File Manipulation	CreateFile() ReadFile() WriteFile() CloseHandle()	open() read() write() close()
Device Manipulation	SetConsoleMode() ReadConsole() WriteConsole()	ioctl() read() write()
Information Maintenance	GetCurrentProcessID() SetTimer() Sleep()	getpid() alarm() sleep()
Communication	CreatePipe() CreateFileMapping() MapViewOfFile()	pipe() shmget() mmap()
Protection	SetFileSecurity() InitializeSecurityDescriptor() SetSecurityDescriptorGroup()	chmod() umask() chown()

# System Call Implementation



# Traps (Software Interrupts)



**Trap  
Vector**

## Trap Handler Addresses

0: 0x00080000	Illegal address
1: 0x00100000	Memory violation
2: 0x00100480	Division by zero
3: 0x00123010	System call
⋮	

# (Hardware) Interrupts & I/O Control



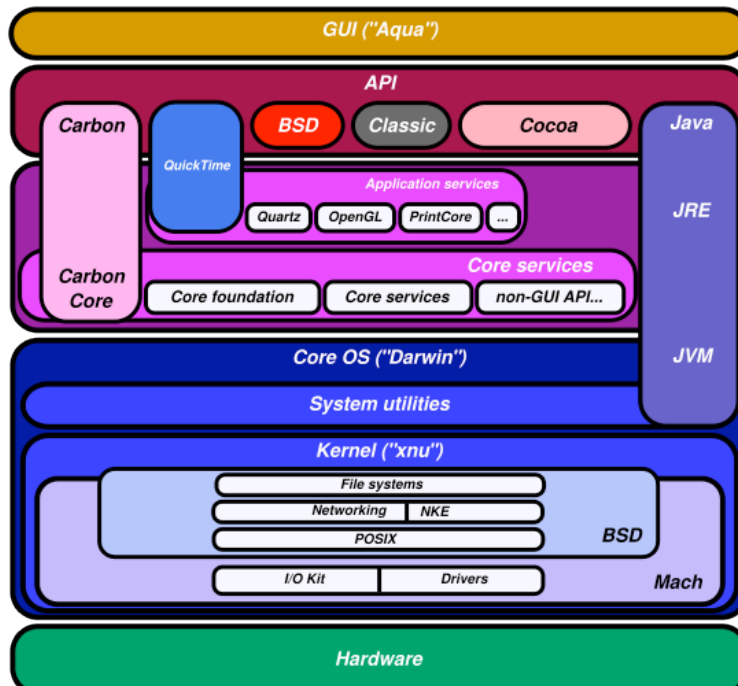
**Interrupt  
Vector**

0: 0x2ff080000	keyboard
1: 0x2ff100000	mouse
2: 0x2ff100480	hardware timer
3: 0x2ff123010	disk 1

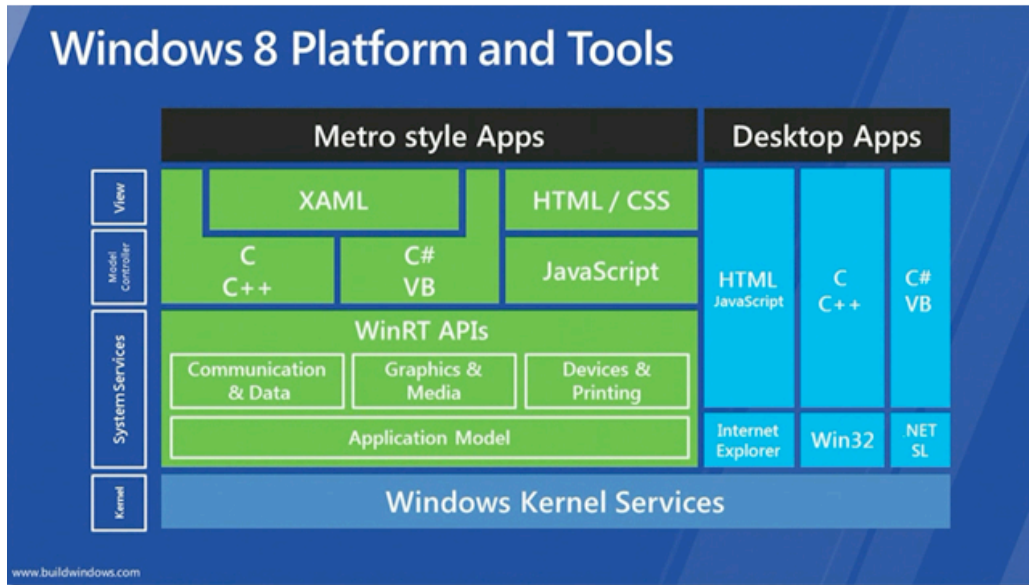
# Hardware Timer



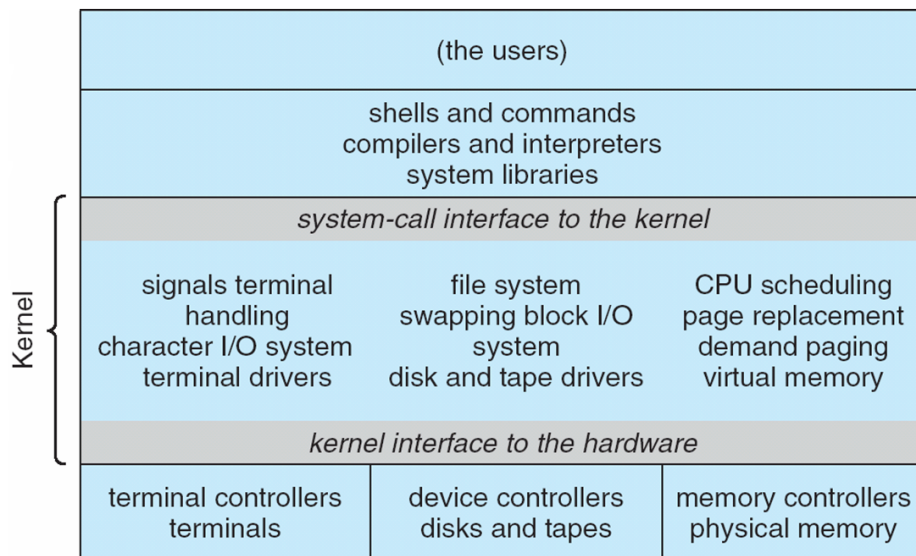
# OS Architecture: Mac OS X



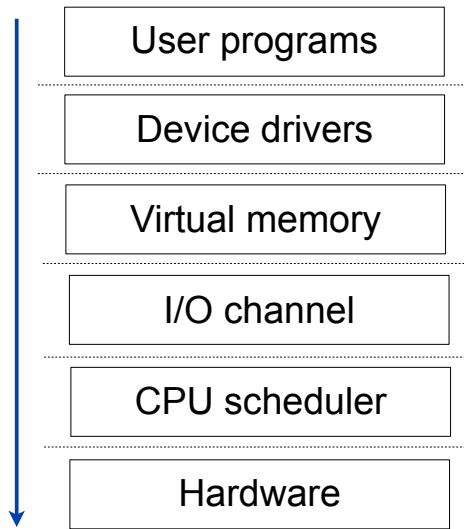
# OS Architecture: Windows 8



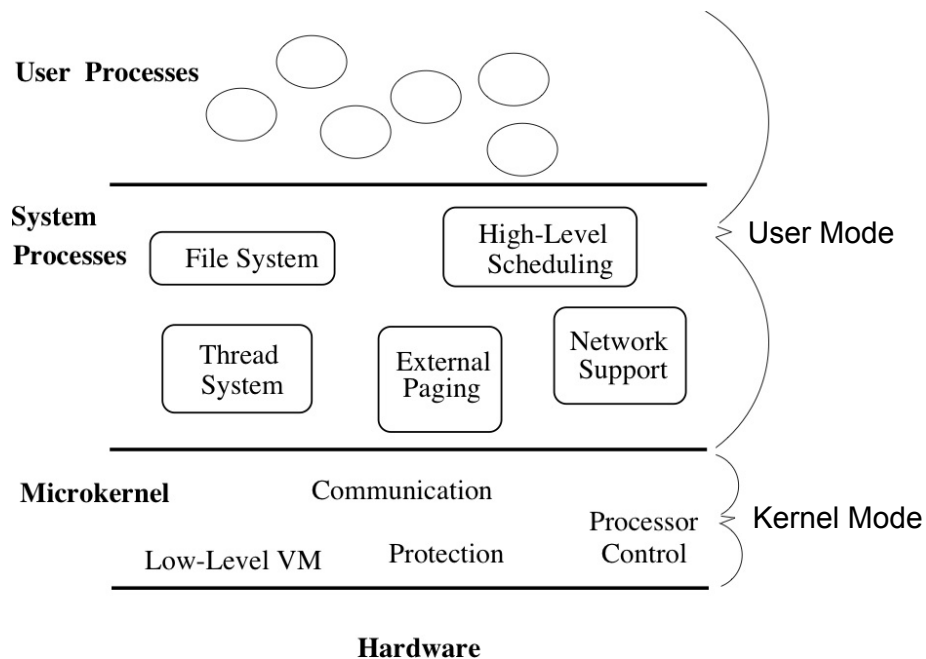
# Monolithic Kernel Design



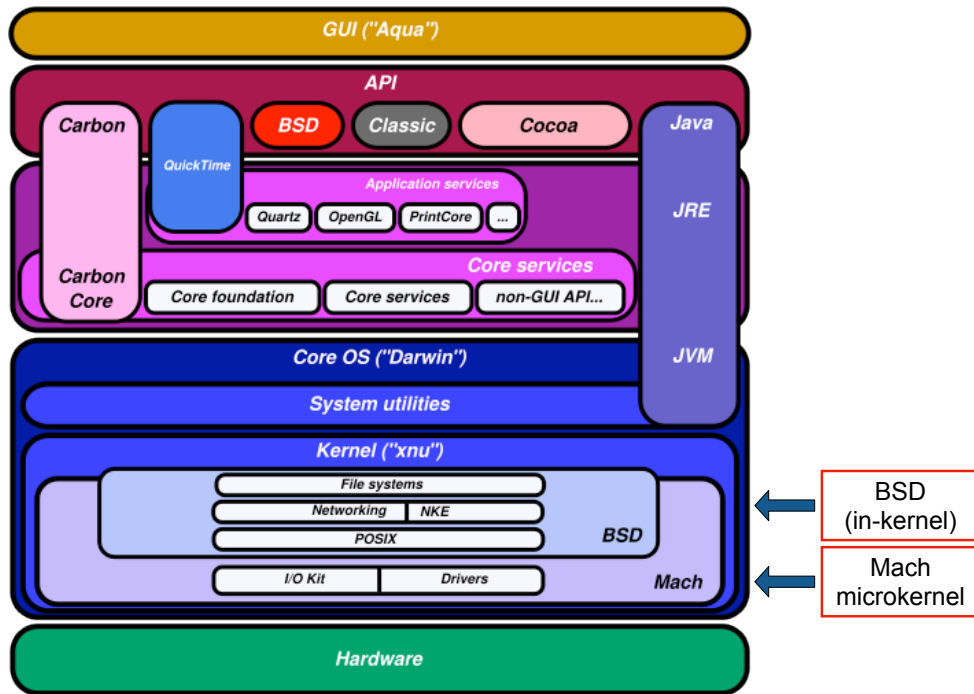
# Layered Kernel Design



# Microkernel Design



# Hybrid Kernel Design in Mac OS X



# Kernel Modules

