

School of Computer Science

Course Title: Operating Systems Principles

Date: 2/6/04

Course Number: COP-4610

Number of Credits: 3

Subject Area: Computer Systems	Subject Area Coordinator: Masoud Sadjadi email: sadjadi@cis.fiu.edu
Catalog Description: Operating systems design principles and implementation techniques. Address spaces, system call interface, process/threads, interprocess communication, deadlock, scheduling, memory, virtual memory, I/O, file systems.	
Textbook: Operating System Concepts, 6 th Edition Silberschatz, Galvin, and Gagne John Wiley (ISBN: 0471250600)	
References:	
Prerequisites Courses: CDA 4101 and COP 4338	
Corequisites Courses:	

Type: Required

Prerequisites Topics:

- CPU, cache, memory organization
- Instruction set architecture
- Multithreading
- Fundamental data structures

Course Outcomes:

1. Master the functions and structures of operating systems
2. Be familiar with issues in the design of operating systems
3. Master techniques of memory management
4. Be familiar with disc allocation and disc arm scheduling algorithms
5. Master concepts of process synchronization and communication

School of Computer Science
COP-4610
Operating System Principles

Outline

Topic	Number of Lecture Hours	Outcome
<ul style="list-style-type: none">• Overview<ul style="list-style-type: none">○ Operating system history○ Computer-system organization○ Operating-system structure	6	1,2
<ul style="list-style-type: none">• Process management<ul style="list-style-type: none">○ Processes○ Threads○ CPU scheduling○ Process synchronization○ Deadlocks	15	2,5
<ul style="list-style-type: none">• Storage management<ul style="list-style-type: none">○ Memory management○ Virtual memory○ File-system interface○ File-system implementation	9	3
<ul style="list-style-type: none">• I/O systems<ul style="list-style-type: none">○ I/O processing○ Mass-storage structure	6	4

**School of Computer Science
COP-4610
Operating System Principles**

Course Outcomes Emphasized in Laboratory Projects / Assignments

	Outcome	Number of Weeks
1	Client-server project Process scheduling, queuing, I/O service Outcome: 1,3,5	6

Oral and Written Communication:

No significant coverage

Social and Ethical Implications of Computing Topics

No significant coverage

**School of Computer Science
COP-4610
Operating System Principles**

Approximate number of credit hours devoted to fundamental CS topics

Topic	Core Hours	Advanced Hours
Algorithms:		1.0
Software Design:		
Computer Organization and Architecture:		1.0
Data Structures:		1.0
Concepts of Programming Languages:		

Theoretical Contents

Topic	Class time

Problem Analysis Experiences

1.

Critical section analysis

Solution Design Experiences

1.

Synchronization of concurrent processes

2.

Access to shared resources

**School of Computer Science
COP-4610
Operating System Principles**

The Coverage of Knowledge Units within Computer Science Body of Knowledge¹

Knowledge Unit	Topic	Lecture Hours
<u>OS1</u>	Role and history of operating systems, computer-system structures, client-server systems, hand-held systems	3
<u>OS2</u>	Operating-system components, services, structure, and implementation	5
<u>OS3</u>	Critical section, semaphores, process synchronization; deadlocks detection, prevention, and recovery	6
<u>OS4</u>	Processes, threads, CPU scheduling	9
<u>OS5</u>	Memory management, virtual memory	6
<u>OS8</u>	File-system interface, file-system implementation, I/O systems, mass-storage structure	6

¹See <http://www.computer.org/education/cc2001/final/chapter05.htm> for a description of Computer Science Knowledge units