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# Operating systems concepts 10th edition solutions

When you turn on your computer, it's nice to think that you're in control. There's the trusty computer mouse, which you can move anywhere on the screen, summoning up your music library or Internet browser at the slightest whim. Although it's easy to feel like a director in front of your desktop or laptop, there's a lot going on inside, and the real man behind the curtain handling the necessary tasks is the operating system. Most desktop or laptop PCs come pre-loaded with Microsoft Windows. Macintosh computers come pre-loaded with Mac OS X. Many corporate servers use the Linux or UNIX operating systems. The operating system (OS) is the first thing loaded onto the computer -- without the operating system, a computer is useless. More recently, operating systems have started to pop up in smaller computers as well. If you like to tinker with electronic devices, you're probably pleased that operating systems can now be found on many of the devices we use every day, from cell phones to wireless access points. The computers used in these little devices have gotten so powerful that they can now actually run an operating system and applications. The computer in a typical modern cell phone is now more powerful than a desktop computer from 20 years ago, so this progression makes sense and is a natural development. The purpose of an operating system is to organize and control hardware and software so that the device it lives in behaves in a flexible but predictable way. In this article, we'll tell you what a piece of software must do to be called an operating system, show you how the operating system in your desktop computer works and give you some examples of how to take control of the other operating systems around you. For desktop systems, access to a LAN or the Internet has become such an expected feature that in many ways it's hard to discuss an operating system without making reference to its connections to other computers and servers. Operating system developers have made the Internet the standard method for delivering crucial operating system updates and bug fixes. Although it's possible to receive these updates via CD or DVD, it's becoming increasingly less common. In fact, some entire operating systems themselves are only available through distribution over the Internet. Further, a process called NetBooting has streamlined the capability to move the working operating system of a standard consumer desktop computer -- kernel, user interface and all -- off of the machine it controls. This was previously only possible for experienced power-users on multi-user platforms like UNIX and with a suite of specialized applications. NetBooting allows the operating system for one computer to be served over a network connection, by a remote computer connected anywhere in the network. One NetBoot server can serve operating systems to several dozen client computers simultaneously, and to the user sitting in front of each client computer the experience is just like they are using their familiar desktop operating system like Windows or Mac OS. One question concerning the future of operating systems concerns the ability of a particular philosophy of software distribution to create an operating system usable by corporations and consumers together. Linux, the operating system created and distributed according to the principles of open source, has had a significant impact on the operating system in general. Most operating systems, drivers and utility programs are written by commercial organizations that distribute executable versions of their software -- versions that can't be studied or altered. Open source requires the distribution of original source materials that can be studied, altered and built upon, with the results once again freely distributed. In the desktop computer realm, this has led to the development and distribution of countless useful and cost-free applications like the image manipulation program GIMP and the popular Web server Apache. In the consumer device realm, the use of Linux has paved the way for individual users to have greater control over how their devices behave. Many consumer devices like cell phones and routers deliberately hide access to the operating system from the user, mostly to make sure that it's not inadvertently broken or removed. In many cases, they leave a "developer's mode" or "programmer's mode" open to allow changes to be made; however, that's only if you know how to find it. Often these systems may be programmed in such a way that there are only a limited range of changes that can be made. Some devices leave both a mode of access and the means of making powerful changes open to users, especially those that use Linux. Here are a couple of examples: The TiVo DVR runs on a modified version of Linux. All of the modifications are public knowledge, and can be downloaded here along with some special tools for manipulating the code. Many enterprising TiVo users have added functionality to their systems, including increasing the storage capacity to getting to UNIX shells to changing the mode from NTSC to PAL. Many home routers also run on Linux. For more information on operating systems and related topics, check out the links below. Related HowStuffWorks Articles Barbuceanu, Alina. "Operating systems." ITerating.com. (Aug 22, 2008) Gustavo. "How computers boot up." Gustavo Duarte: Software, Computers and Business. June 5, 2008. (Aug 22, 2008) David. "Basic concepts of real-time operating systems." LinuxDevices.com. Nov. 18, 2003. (Aug 22, 2008) N. "What is an operating system?" wiseGEEK.com. (Aug. 21, 2008) Ronald W. "ECE425 Microprocessor Systems: Interrupts and Resets." Department of Electrical and Computer Engineering -- California State University, Northridge. (8/21/08) rmehler/mehler\_files/ece425/425lecture13-15.pdf Russinovich, Mark E. and David A. Solomon. "Processes, Threads and Jobs." Microsoft Windows Internals, Fourth Edition; Microsoft Windows Server 2003, Windows XP, and Windows 2000. (8/21/08) 2383e65/C06X1116607.pdf White, Ron and Timothy Edward Downs. How Computers Work. Indiana: Pearson Education, Nov. 9, 2005. (Aug 22, 2008) . "What is an operating system?" 2008. (Aug. 11, 2008) Trending PS5 Galaxy Note 20 VPN iPhone 12 Xbox Series X iOS 14 TechRadar is supported by its audience. When you purchase through links on our site, we may earn an affiliate commission. Learn more TechRadar newsletter Sign up to get breaking news, reviews, opinion, analysis and more, plus the hottest tech deals! Thank you for signing up to TechRadar. You will receive a verification email shortly. There was a problem. Please refresh the page and try again. By submitting your information you agree to the Terms & Conditions and Privacy Policy and are aged 16 or over. Computers have been with us for quite some time now, but before the advent of modern operating systems, what was used to make the early computer systems work? Today's SuperUser Q&A post takes a curious reader on a journey back in time. Today's Question & Answer session comes to us courtesy of SuperUser—a subdivision of Stack Exchange, a community-driven grouping of Q&A web sites. Photo courtesy of The Bulletin of the Computer Conservation Society. The Question SuperUser reader nEw gUy wants to know what was used to make computer systems work before modern operating systems came into being: Operating systems are the basis for modern computing, but before this, what was used in computer systems to make them work? What was used to make computer systems work before the modern operating systems we are familiar with today? The Answer SuperUser contributors RedGrittyBrick and DavidPostill have the answer for us. First up, RedGrittyBrick: Early computers\* ran one program at a time and programs loaded directly from paper tape with holes punched in it (for example). You would program the earliest computers\* by setting a large set of on-off switches. Colossus Atlas Manchester \*I am using the word "computer" to mean the sort of device that exists nowadays in the billions. Of this vast number of computers, all but an insignificantly tiny number are digital electronic programmable computers with stored programs. I am sure the original question is not about how people with the job title "computer" spent their working day. In between those two types of computer, there is a progression of interesting devices not covered in this answer. Followed by the answer from DavidPostill: History of Operating Systems (Source: Kent State University) Operating systems have evolved through a number of distinct phases or generations which correspond roughly to the decades. The 1940s – First Generation The earliest electronic digital computers had no operating systems. Machines of the time were so primitive that programs were often entered one bit at a time on rows of mechanical switches (plug boards). Programming languages were unknown (not even any assembly languages). Operating systems were unheard of. The 1950s – Second Generation By the early 1950s, the routine had improved somewhat with the introduction of punch cards. The General Motors Research Laboratories implemented the first operating systems in the early 1950s for their IBM 701. The systems of the 1950s generally ran one job at a time. These were called single-stream batch processing systems because programs and data were submitted in groups or batches. History of Operating Systems (Source: Wikipedia) The earliest computers were mainframes that lacked any form of operating system. Each user had sole use of the machine for a scheduled period of time and would arrive at the computer with a program and data, often on punched paper cards and magnetic or paper tape. The program would be loaded into the machine and the machine would work until the program was complete or crashed. Programs could generally be debugged via a control panel using toggle switches and panel lights. It is said that Alan Turing was a master of this on the early Manchester Mark 1 machine and that he was already deriving the primitive conception of an operating system from the principles of the Universal Turing machine. Interested in seeing more feedback on this particular topic? Then make sure to visit the lively discussion thread linked below! Have something to add to the explanation? Sound off in the comments. Want to read more answers from other tech-savvy Stack Exchange users? Check out the full discussion thread here.

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