

Things to know by April 6

Warning. This is not guaranteed to be an inclusive list of things to know.

Know something about the following terms:

context (of process)	context switch	environment
event	interrupt	kludge
memory-mapped I/O	page	page table
process table	programmed I/O	region
setuid	shared memory	shell
signal	sleep	switch table
trap	u area	

The midterm is based on Chapters 6 and 7 (pp. 146-246), section 10.1 (pp. 312-324), and subsection 11.2.2 (pp. 367-370) along with the introduction to section 11.2 (pp. 359-361).

Understand the region table and the algorithms that manipulate it. Understand how several processes may share the same text.

Understand *well* the system calls which create processes and connect them with pipes. Be sure you can hand execute C programs that use them.

Understand the systems calls for sending and handling signals.

Understand what a device driver is, how it does its task, and how the operating system is interfaced to it.

Understand how two programs could use shared memory to communicate.

You might look at the following homework problems: Chapter 6, exercises 6, 8, 17; Chapter 7, exercises 4, 9, 12, 22, 25, 30, 33, 41, 43; and Chapter 10, exercises 1, 11; Note: Some of these problems are difficult. Don't expect to come up with great solutions to them but at least understand the problem.