



Operating System

Lecture 2

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Computer Startup



bootstrap program

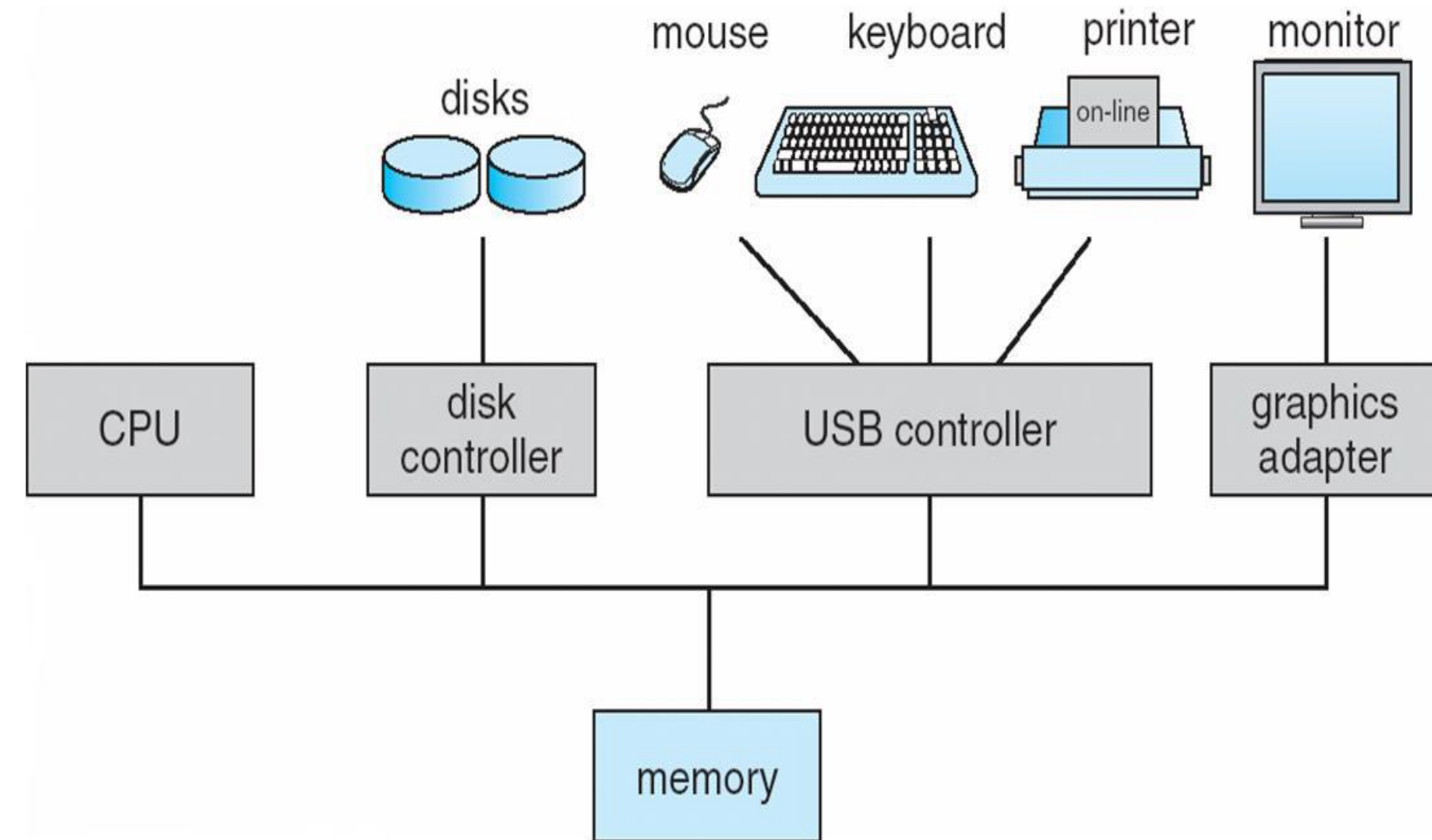
- Is loaded at power-up or reboot
 - Typically stored in ROM, generally known as firmware
 - Initializes all aspects of system
 - Loads operating system kernel and starts execution
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Computer System Organization

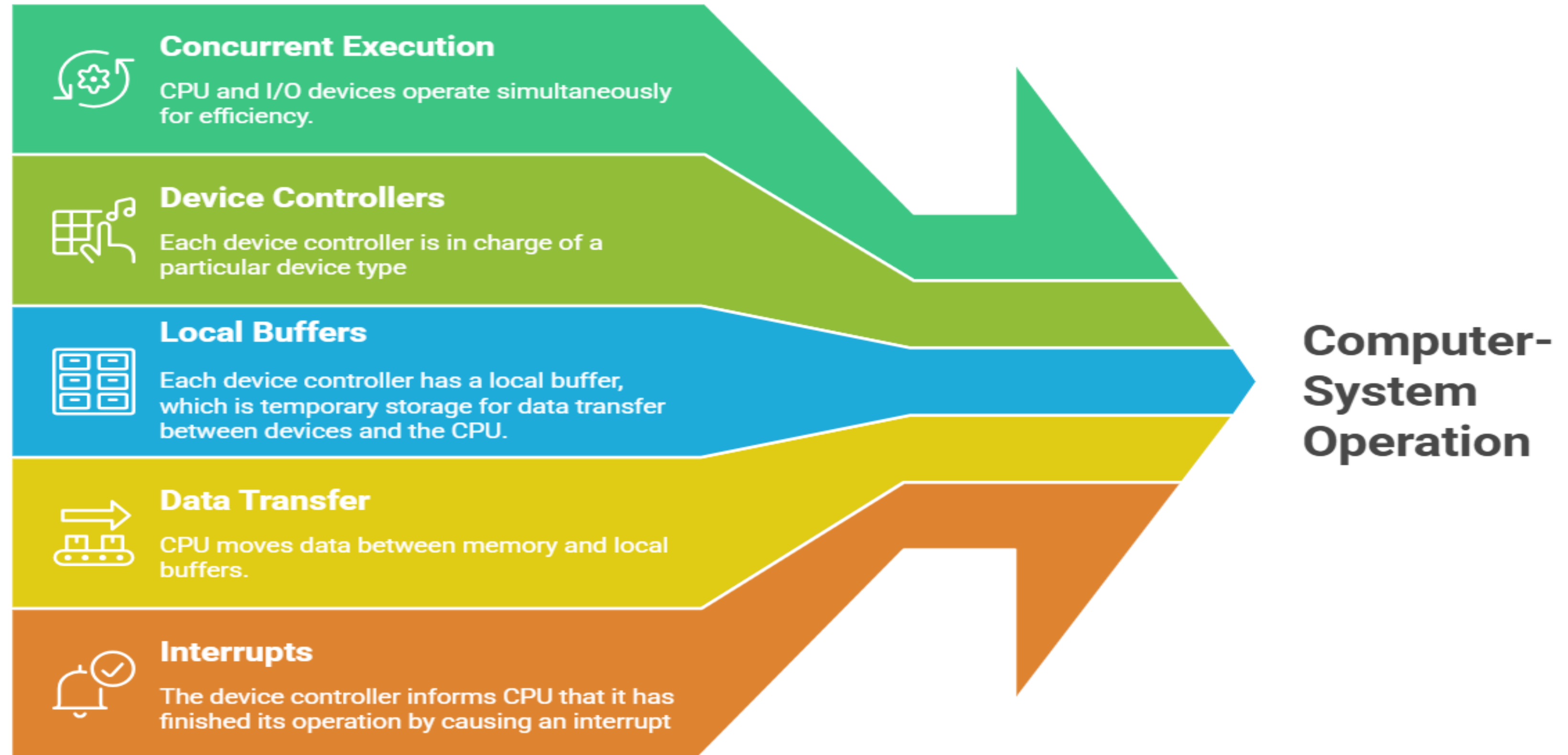


Computer-system operation

- One or more CPUs, device controllers connect through common bus providing access to shared memory
- Concurrent execution of CPUs and devices competing for memory cycles



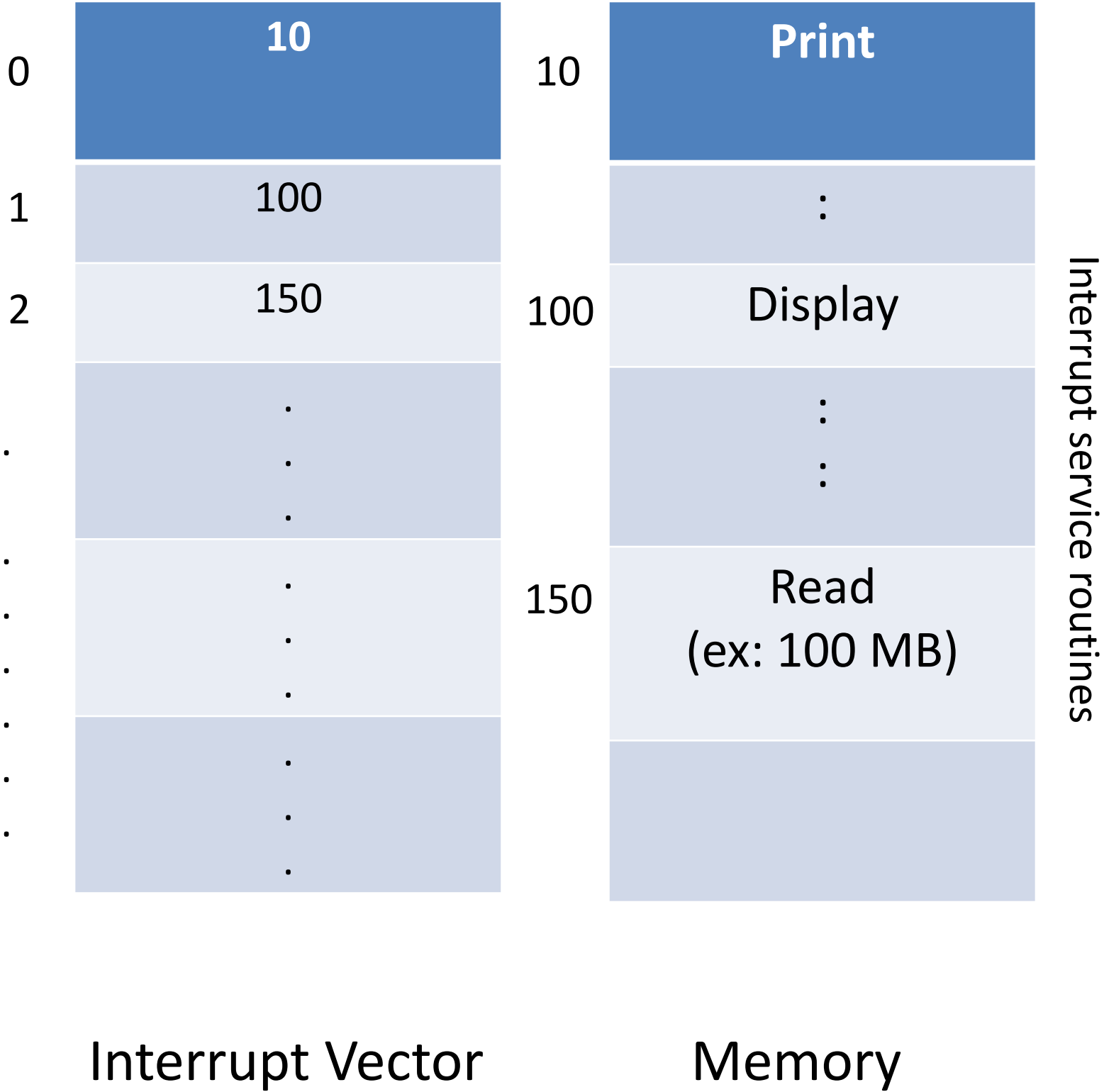
Computer System Operation



Common Functions of Interrupts



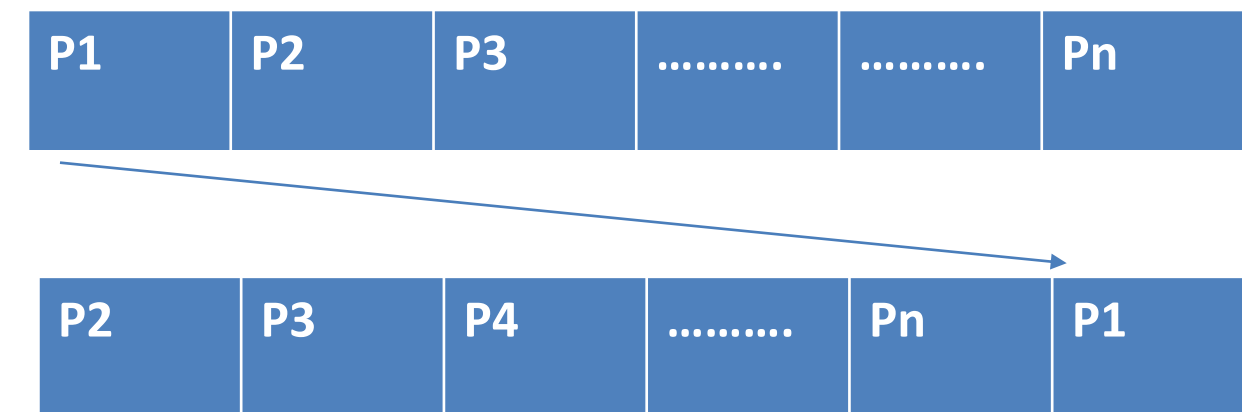
- Interrupt transfers control to the interrupt service routine generally, through the **interrupt vector**, which contains the addresses of all the service routines.
- Interrupt architecture must save the address of the interrupted instruction.
- A **trap or exception** is a software-generated interrupt caused either by an error or a user request.
- An operating system is interrupt-driven



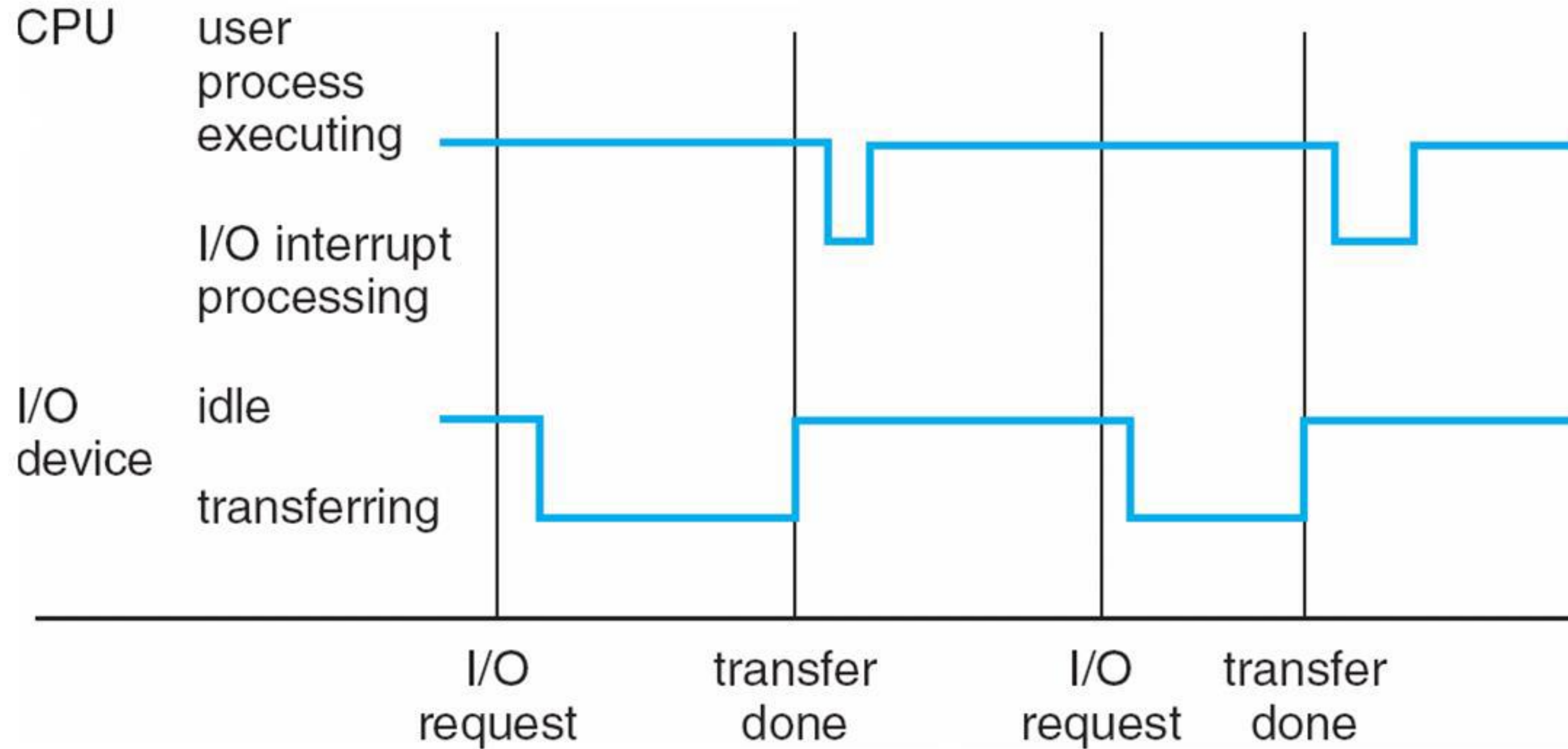
Interrupt Handling



- The operating system preserves the state of the CPU by storing registers and the program counter.
- Separate segments of code determine what action should be taken for each type of interrupt.



Interrupt Handling



*Thank
you*

