Name of the Faculty : HARNEK SINGH
Department : Computer Engineering

**Semester** : 3<sup>rd</sup>

**Subject** : Operating System

**Lesson Plan Duration** : 15 weeks

\*\*Work load (Lecture / Practical) per week (in hours): Lectures-03, practical -03

		Theory	Practical		
Week	Lecture day	Topic (Including assignment / test)	Practical Day	Topic	
1st	1 <sup>st</sup>	Definition of Operating Systems			
	2 <sup>nd</sup>	Types of Operating Systems: Batch Systems, Multi-	1st	Demonstration of all the controls provided in windows control panel	
	3 <sup>rd</sup>	Types of Operating Systems: Time Sharing Systems,			
2nd	4 <sup>th</sup>	Operating System Services, User operating system	2.1	Exercise on Basics of	
	5 <sup>th</sup>	System Calls, Types of System Calls	2nd	windows	
	6 <sup>th</sup>	System Programs			
3rd	$7^{\text{th}}$	Operating System Structure	3rd	Installation of Linux	
	8 <sup>th</sup>	Virtual Machine, Benefits of Virtual Machine		Operating System	
	9 <sup>th</sup>	Revision of the unit			
4th	10 <sup>th</sup>	Process concept, Process State, Process Control Block,		Usage of directory management commands of Linux: ls, cd, pwd, mkdir, rmdir	
	11 <sup>th</sup>	Scheduler, Process			
	12 <sup>th</sup>	Context Switch, Operations on Processes		man	
5th	13 <sup>th</sup>	Interposes Communication	5th	Usage of File Management	
	14 <sup>th</sup>	Shared Memory Systems, Message-Passing Systems		commands of Linux: cat, chmod,cp, mv, rm, pg, more,	
	15 <sup>th</sup>	CPU Scheduler, Scheduling Criteria, Process		find	
6th	16 <sup>th</sup>	SchedulingAlgorithms,Pre-emptive and Pre-emptive		Use the general purpose commands of	
	17 <sup>th</sup>	First come first serve (FCFS), Shortest Job first	6th	Linux: wc, od, lp, cal, date, who, whoami	
	18 <sup>th</sup>	Revision of the Unit II			
7th	19 <sup>th</sup>	Deadlock, Conditions for Dead lock Methods for handling deadlocks		Using the simple filters: pr,	
	$20^{th}$	Dead Prevention, Deadlock Avoidance		head, tail, cut, paste, nl, sort	
	21 <sup>st</sup>	Deadlock detection ,Recovery from deadlock			
8th	22 <sup>nd</sup>	Definition – Logical and Physical address Space	8th	Communication Commands:	
	23 <sup>rd</sup>	Swapping, Memory allocation partition		news, write, talk, mseg, mail, wall	
	24 <sup>th</sup>	Class Test of Topics Covered			
9th	25 <sup>th</sup>	Internal and External fragmentation and Compaction			
	26 <sup>th</sup>	Paging – Principle of operation, Page allocation	9th	Write a shell program that finds the factorial of a number	
	27 <sup>th</sup>	Hardware support for paging, Disadvantages of paging			
10th	$28^{th}$	Protection and sharing	10th	Write a shell program that	
	29 <sup>th</sup>	Segmentation, Virtual Memory		finds whether a given number is prime or not	
ļ	30th	Class Test of Unit III		15 primo or not	
11th	31 <sup>st</sup>	Dedicated Devices, Shared Devices,		W/.:	
	$32^{nd}$	I/O Devices, Storage Devices,		Write a shell program to find the average of three numbers	
	33 <sup>rd</sup>	Buffering, Spooling			
12th	34 <sup>th</sup>	Types of File System; Simple file system	12th	Write a shell program that will	

	35 <sup>th</sup>	Basic file system, Logical file systemPhysical file system		convert all the text of the file from lowercase to uppercase
	36 <sup>th</sup>	Various Methods of Allocating Disk Space		
13th	37 <sup>th</sup>	History of Linux and Unix, Linux Overview	13th	Practice the general purpose commands of Linux
	38 <sup>th</sup>	Structure of Linux, Linux releases, Open Linux, Linux		
	39 <sup>th</sup>	Linux Commands and Filters: mkdir, cd,rmdir, pwd, ls, who, whoami,		
14th	40 <sup>th</sup>	cp, mv, rm,pg,more, pr, tail, head, cut, paste, nl	14th	Practice Shell Programming
	41 <sup>st</sup>	grep, wc, sort, kill, write, talk,mseg, wall, merge,mail, news		
	42 <sup>nd</sup>	Revision of Linux Commands		
15th	43 <sup>rd</sup>	Shell: concepts of command optionsinput, output,redirection,pipesredirecting		
	44 <sup>th</sup>	and piping with standard errorsShell scripts	15th	Practice Vi editor Programs
	45 <sup>th</sup>	vi editing commands and Revision of Shell Script and vi editor	<u> </u>	