Chapter 2 Important Points

1. Operating system services

   - What does an OS provide to a user (should be able to list all categories)
   - User's interface to an OS - the command line interface and the GUI

2. System calls

   - A program's interface to the OS (i.e., an API)
   - Examples of system calls in Linux (Unix)
   - Categories of system calls
   - Implementation of system calls
   - The different methods of passing parameters between system calls and OS

3. System programs

   - What they are
   - Examples in Linux
   - Services provided by system programs: categories and specific services

4. Linkers and loaders

   - What a linker does
   - What a loader does
   - Dynamic versus static linking
   - Relocation and reloactable code
   - The stages of program building

5. Structure of system software

   - Monolithic code
   - Layered code
   - Microkernels
   - Modular code
   - Examples: Linux, Darwin