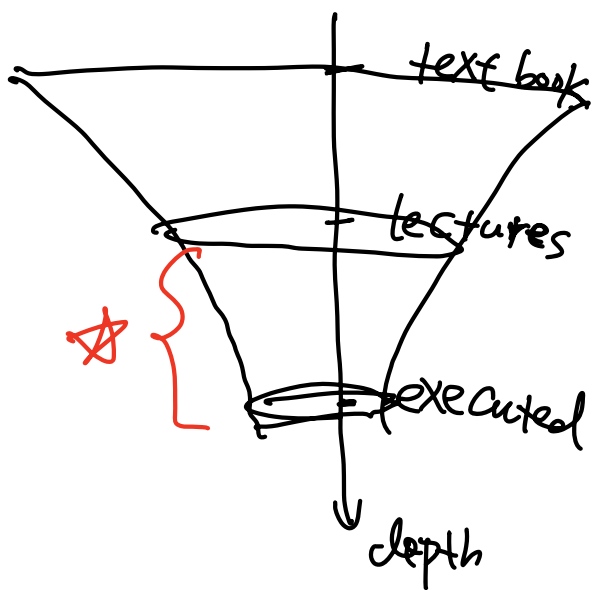
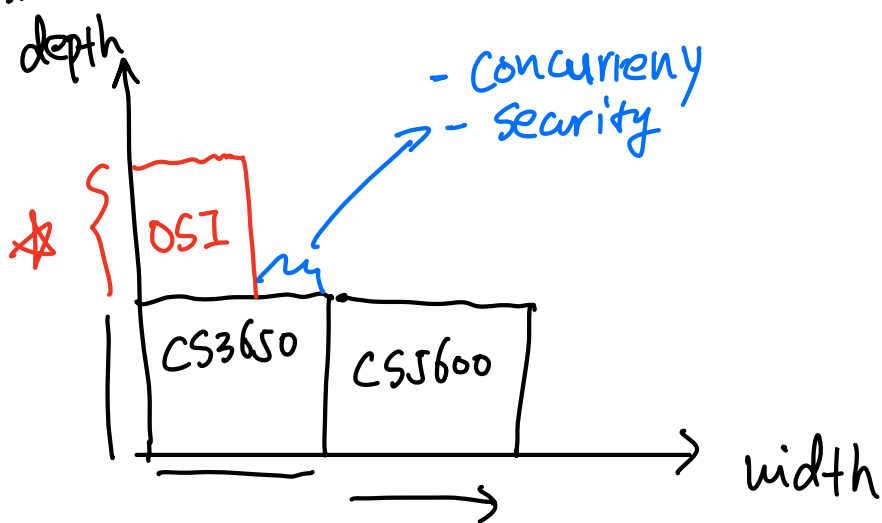


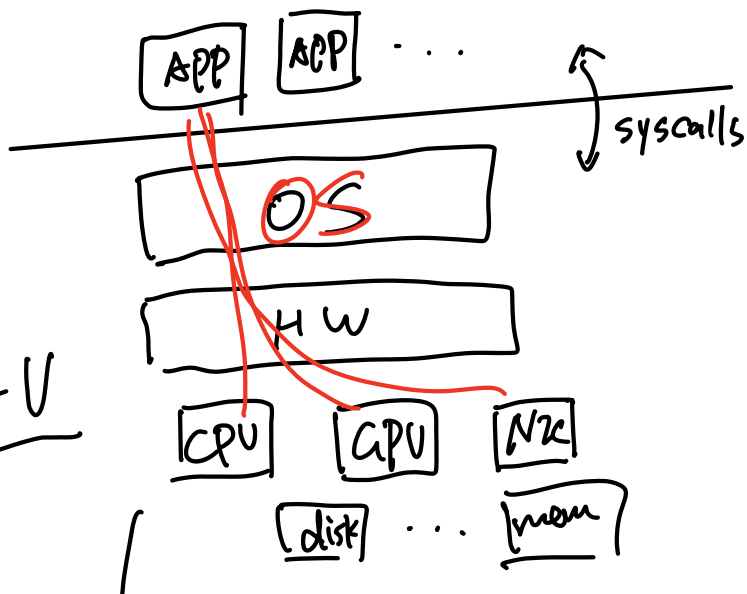
- 0. in-class policies
 - 1. Intro to OSI
 - 2. Assumptions
 - 3. Mechanics and admin
 - 4. C basics
-

- = no laptop
- chocolate
- lottery

• Intro to OSI

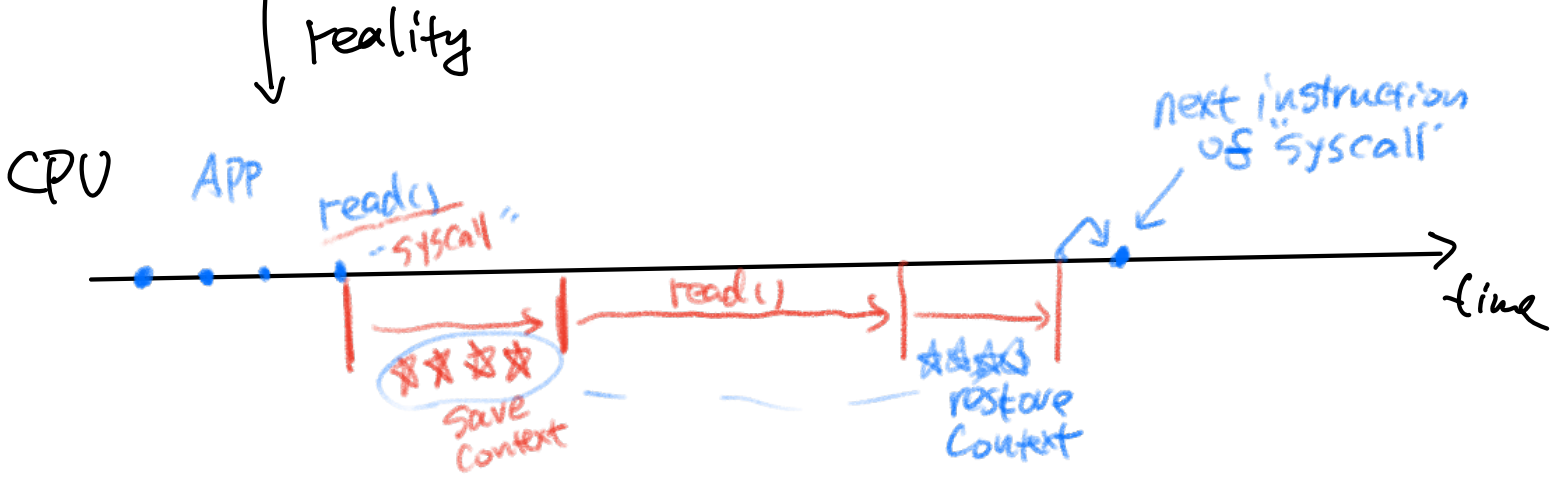


• What is OS?



what an OS does
?

- ① managing resources
- ② abstracting HWs



• WHY?

- see what happened under the hood
- deeper understanding of today's systems
- be challenged

2. Assumptions

a) core concepts of OS → $2^{32} B = 4GB$

quiz:

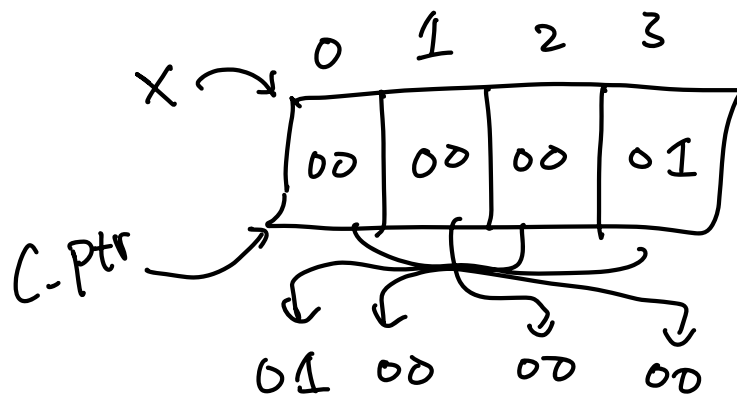
- 32-bit CPU vs. 64bit CPU
- privileged levels?
- virtual memory? (cr3) → root of PT x86
- inode? %osatp → RZSC-U

b) C language

quiz:

- what will happen when calling a function?

c) read manuals and specs



3. Logistics

a) Communication



b) Course's Components.

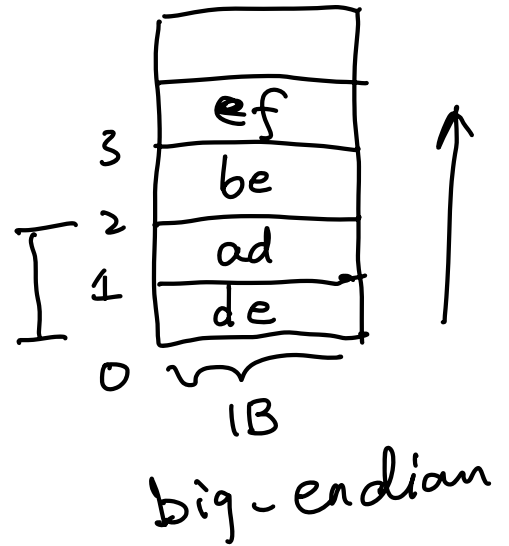
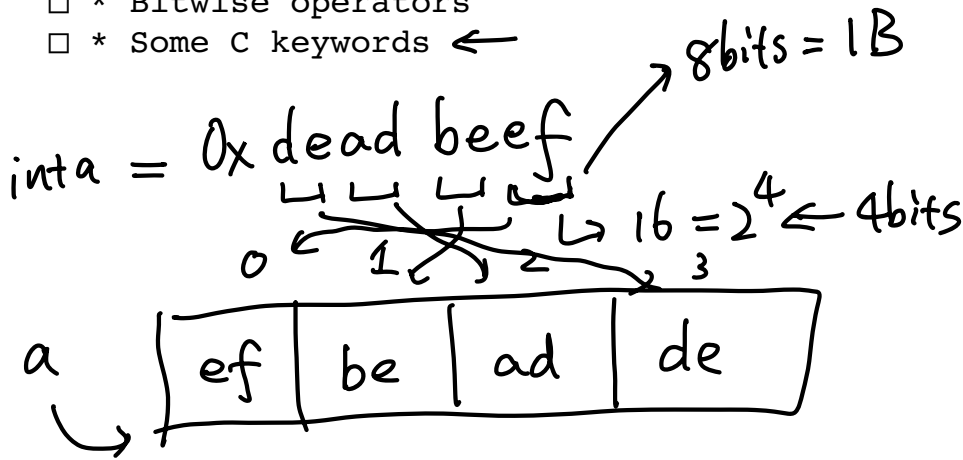
- labs
- lectures
- one exam
- final project

c) integrity

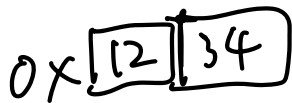
- a. Looking at a classmate's solution and then coding it by yourself afterward
- b. Showing your code to a classmate who has questions
- c. Modifying code that you find on StackOverflow
- d. Modifying code for a similar assignment that you find on GitHub

□ 4. C basics

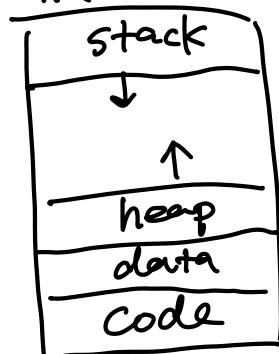
- * Why C?
- * Everything is 0s/1s
- ✓ * Little-endian ←
- * Memory layout in egos-2k+ ←
- * C pointers
- * C arrays
- * Bitwise operators
- * Some C keywords ←



0x00001234



0xffffffff... HIGH



0x0000

Low

