



IDENTIFYING DATA

Operating Systems

Subject	Operating Systems			
Code	V05G300V01541			
Study programme	(*)Grao en Enxeñaría de Tecnoloxías de Telecomunicación			
Descriptors	ECTS Credits	Choose	Year	Quadmester
	6	Optional	3rd	1st
Teaching language	Spanish			
Department				
Coordinator	Pazos Arias, José Juan			
Lecturers	Pazos Arias, José Juan Ramos Cabrer, Manuel			
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General description	The aim of this subject is that the student was able to learn the foundations of the current operating systems and to comprise its importance inside the architecture of a computer.			

Competencies

Code	
B3	CG3: The knowledge of basic subjects and technologies that capacitates the student to learn new methods and technologies, as well as to give him great versatility to confront and update to new situations
B4	CG4: The ability to solve problems with initiative, to make creative decisions and to communicate and transmit knowledge and skills, understanding the ethical and professional responsibility of the Technical Telecommunication Engineer activity.
B9	CG9: The ability to work in multidisciplinary groups in a Multilanguage environment and to communicate, in writing and orally, knowledge, procedures, results and ideas related with Telecommunications and Electronics.
C33	CE33/TEL7 The ability to program network and distributed applications and services.
D2	CT2 Understanding Engineering within a framework of sustainable development.
D3	CT3 Awareness of the need for long-life training and continuous quality improvement, showing a flexible, open and ethical attitude toward different opinions and situations, particularly on non-discrimination based on sex, race or religion, as well as respect for fundamental rights, accessibility, etc.
D4	CT4 Encourage cooperative work, and skills like communication, organization, planning and acceptance of responsibility in a multilingual and multidisciplinary work environment, which promotes education for equality, peace and respect for fundamental rights.

Learning outcomes

Expected results from this subject	Training and Learning Results		
The knowledge of basic subjects and technologies that capacitates the student to learn new methods and technologies, as well as to give him great versatility to confront and update to new situations	B3		D3
Knowledge of the main concepts and the principles of design of the operating systems.	B3		D3
Ability to identify the components of an operating system, recognise its functions and the interrelationships between them.	B3		D3
Knowledge of the latest advances and tendencies related with operating systems	B3		D3
The ability to solve problems with initiative, to make creative decisions and to communicate and transmit knowledge and skills, understanding the ethical and professional responsibility of the Technical Telecommunication Engineer activity.	B4		D2
Acquisition of basic skills for the configuration and the utilisation of operating system services.	B9	C33	D4
Manage and know the operative associated to the administration of current operating systems.	B3		D3

Contents

Topic	
Introduction and general perspective of the Operating systems	<ul style="list-style-type: none">□ Concept of operating system.□ Structure of an operating system.□ Types of operating systems.□ Emulation and virtualization.
Processor management.	<ul style="list-style-type: none">□ Concept of process and thread.□ Strategies of allocation of capacity of computation.
Memory management.	<ul style="list-style-type: none">□ Strategies of contiguous allocation.□ Concepts of fragmentation, protection, compactation, relocation and sharing of memory.□ Strategies of non-congruous allocation: paging, segmentation and hybrid methods.□ Virtual memory.
Permanent storage of the information.	<ul style="list-style-type: none">□ Functions of a file system. Concepts of file and directory.□ Interface with the file system.□ File sharing.□ File Protection.□ File system implementation.□ Free space management.□ Methods for allocation of space to files.
Input/Output (I/O) management.	<ul style="list-style-type: none">□ I/O Controllers.□ I/O Interfaces.□ Secondary and tertiary storage.□ Disk scheduling.□ Management of disk.□ Replication and consistency of the information.RAID and RAIN technologies.

Planning

	Class hours	Hours outside the classroom	Total hours
Master Session	20	46	66
Practice in computer rooms	13	26	39
Workshops	5	30	35
Multiple choice tests	1	0	1
Practical tests, real task execution and / or simulated.	1	0	1
Jobs and projects	2	6	8

*The information in the planning table is for guidance only and does not take into account the heterogeneity of the students.

Methodologies

	Description
Master Session	Presentation of the ideas, concepts, technics and algorithms of each lesson. This activity develops the CG3, CG4, CT2 and CT3 competencies.
Practice in computer rooms	The students will resolve under the supervision of the professors practical problems that pose in each session of laboratory. This activity develops the CG4, CT2 and CE33 competencies.
Workshops	Each group of students will tackle the design and implementation of a software project with half complexity. This task will be realised in successive steps, that will be discussed and validated in each one of the face-to-face sessions. The aim of this methodology of work is to provide a suitable feedback to improve the proposed solutions. This activity develops the CG4, CG9, CT2 and CT4 competencies.

Personalized attention

Methodologies	Description
Practice in computer rooms	Personalised attention will be provided through individual and face-to-face meetings in the timetables published at start of the course. In the practices of laboratory and workshops, this attention will be provided by means of the follow-up of the work of each student, monitoring the partial solutions proposed and reorienting them if it was precise.

Workshops	Personalised attention will be provided through individual and face-to-face meetings in the timetables published at start of the course. In the practices of laboratory and workshops, this attention will be provided by means of the follow-up of the work of each student, monitoring the partial solutions proposed and reorienting them if it was precise.
Master Session	Personalised attention will be provided through individual and face-to-face meetings in the timetables published at start of the course. In the practices of laboratory and workshops, this attention will be provided by means of the follow-up of the work of each student, monitoring the partial solutions proposed and reorienting them if it was precise.

Assessment				
	Description	Qualification	Training and Learning Results	
Multiple choice tests	Proof of theoretical contents exposed in the master classes.	60	B3 B4	D2 D3
Practical tests, real task execution and / or simulated.	Validation of the work realised in every laboratory session.	20	B4	C33 D2
Jobs and projects	In the last face-to-face session of workshop, students will deliver and will expose to their mates the design and the proposed solution for their project. This solution will be exposed to debate for students and professors.	20	B4 B9	D2 D4

Other comments on the Evaluation

The subject can be surpassed by means of Continuous Evaluation according to the following criteria, having opened the possibility to opt by the No Continuous Evaluation anytime until the beginning of the final examination to celebrate the day fixed to such effect in the official calendar of the EET. All those students that opt by the continuous evaluation will consider presented if they evaluate of the part of the work in Workshops.

Continuous evaluation:

The final note will result of the sum of the corresponding notes to the three following components:

1. Four proofs of type Test to evaluate the contents given in the masterclasses. Each proof will take place in one of the master classes , except the last that will realise in one of the sessions of the Workshop.

Punctuation: Up to 1,5 points each proof.

2. Six Practical Proofs that will realise when finalising each one of the sessions of laboratory and that will consist in the validation of the results obtained during said session.

Punctuation: Up to 1/3 points each proof.

3. Presentation of the Project proposed like work in the sessions of the Workshop.

Punctuation: Up to 2 points.

To pass the subject by Continuous Evaluation will have to give the three following conditions: (i) obtain an equal or upper qualification to 2 points in the group of the tests.; (ii) Upper qualification to 0 points in, at least, four of the six practical proofs; and (iii) to attend all the face-to-face sessions and obtain more than 0 points in the presentation of the project.

No Continuous Evaluation:

By means of an examination on 10 points scheduled in the official calendar of the EET.

Final Call:

It will be governed by the indicated for the No Continuous evaluation.

Sources of information

Basic referemces:

1. "Operating System Concepts". Abraham Silberschatz, Greg Gagne y Peter B. Galvin, 9ª edición actualizada. 2014, Wiley.
2. "Understanding the Linux Kernel". Daniel P. Bovet y Marco Cesati, 3ª edición. 2005, O'Reilly Media.

3. "Hello, Android: Introducing Google's Mobile Development Platform". Ed Burnette, 3ª edición. 2010, Pragmatic Bookshelf.

Complementary references:

1. "Operating Systems: Internals and Design Principles". William Stallings, 8ª edición. 2014, Prentice Hall.
2. "Operating System : A Modern Perspective". Gary Nut, 3ª edición. 2004, Adison-Wesley Longman, Inc.
3. "Sistemas Operativos: Una Visión Aplicada". Jesús Carretero, Felix García, Pedro de Miguel y Fernando Pérez, 2ª edición. 2007, McGraw Hill.
4. "Multimedia Systems". Ralf Steinmetz y Klara Nahrstedt, 1ª edición. 2004, Springer.
5. "Introduction to Grid Computing". Frederic Magoules , Jie Pan, Kiat-An Tan y Abhinit Kumar, 1ª edición. 2009, CRC Press.
6. "Cloud Computing: Implementation, Management, and Security". John Rittinghouse y James Ransome, 1ª edición. 2009, CRC Press.
7. "Operating Systems: A Design-Oriented Approach". Charles Crowley, 1ª edición. 1996, McGraw Hill.
8. "Modern Operating Systems". Andrew S. Tanenbaum, 4ª edición. 2014, Prentice Hall.
9. "Linux Kernel Development". Robert Love, 3ª edición. 2010, Addison-Wesley Professional.
10. "Professional Linux Kernel Architecture (Wrox Programmer to Programmer)". Wolfgang Mauerer, 1ª edición. 2008, Wrox.
11. "Unlocking Android: A Developer's Guide". Frank Ableson, Charlie Collins y Robi Sen, 1ª edición. 2009, Manning Publications.
12. "The Busy Coder's Guide to Advanced Android Development". Mark L .Murphy, 1ª edición. 2011, CommonsWare, LLC.

Recommendations**Subjects that continue the syllabus**

Distributed and Concurrent Programming/V05G300V01641

Information Systems/V05G300V01644

Subjects that are recommended to be taken simultaneously

Network Security/V05G300V01543

Subjects that it is recommended to have taken before

Informatics: Computer Architecture/V05G300V01103

Programming I/V05G300V01205

Programming II/V05G300V01302
