Operating Systems Tutorial 1

1. It improve the CPU efficiency, by increasing the CPU utilization and getting more work done in the same period

2. A)It can slow the network and the

3. Batch : it`s an execution of a series of programs on a computer without human interaction.

   Interactive: It`s a direct communication.

   Time-sharing: It`s sharing a computing resource among many users.

4. Single-user systems should maximize use of the system for the user. A GUI (General User Interface) should waste CPU cycles, but it optimizes the users interaction with the system.

5. If the user requires interaction with several users or several users need to have access to a shared resource then a time sharing system would be the best option.

6. By establishing a set of privileged instructions that can be executed only when in the supervisor mode, the operating system is assured of controlling the entire system at all times.

7. Sdff

8. DMA is useful for large, fast transfers of data between memory an I/O devices. After CPU sets up the transfer, it is no longer involved until the transfer completes. This speeds up the transfer and allows the CPU to run other tasks concurrently.

9.