

Final Topics

- OS Overviews
 - OS Organization / Purpose
 - OS Information
- Processes
 - Process Information
 - Context Switching
 - Scheduling Algorithms
 - Theoretical
 - Real World
- Memory Management
 - Memory Hierarchy
 - Swapping
 - Paging
 - Page Replacement Algorithms
- Concurrency
 - Race Conditions
 - Critical Sections
 - Atomic Operations
 - Locking Tools
 - Atomic
 - Mutex
 - Semaphore
 - Monitor
 - Creating Safe Code
- Deadlocks
 - Characterization
 - Prevention
 - Algorithms
 - Avoidance
 - Algorithms
 - Detection
 - Algorithms
 - Resolution
- Devices
 - Interrupts
 - Interrupt Handlers
 - Memory Mapped I/O
 - DMA

- Device Drivers
- File Systems
 - Disks
 - Reading / Writing
 - Disk Scheduling
 - RAID
 - Files
 - File Sharing
 - File System Implementation
 - Control / Organization
 - Mounting