

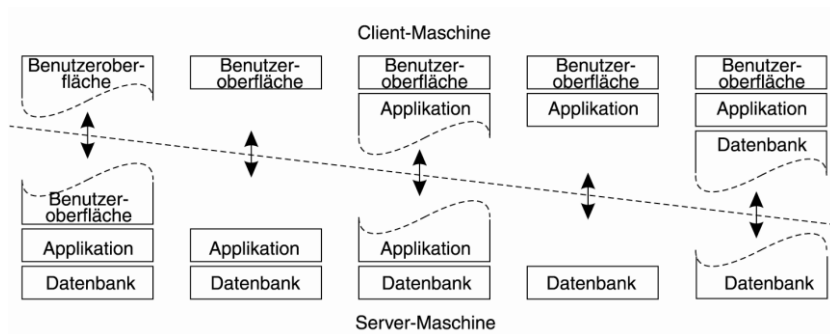
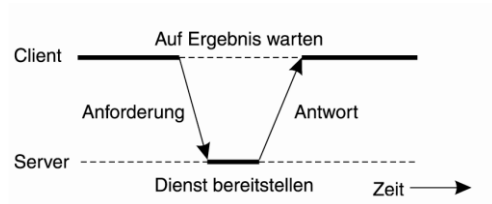
Betriebssysteme, Kapitel 4.4

Fragen

1. Skizzieren Sie eine Zwei-Stufen und eine Drei-Stufen- Architektur?

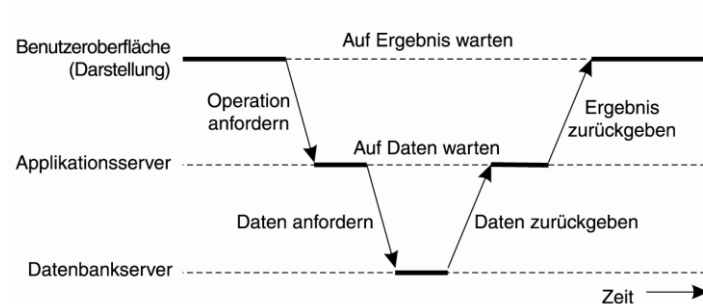
Zwei-Stufen Architekturen:

z.B.: Client-Server



Drei-Stufen- Architektur:

z.B.: 3tier Architektur (GUI, App, DB)

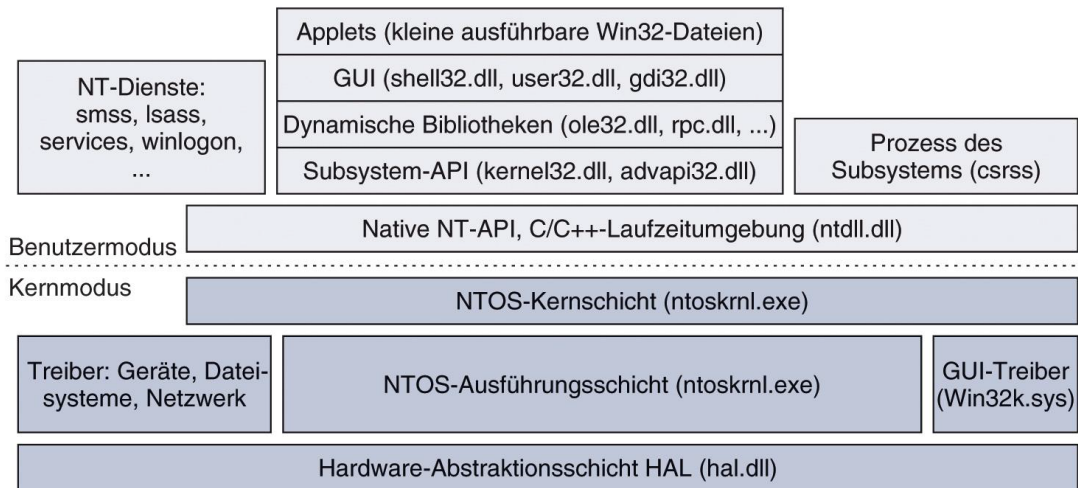


2. Skizzieren Sie (grob) die Systemstruktur von UNIX.

| System calls | | | | Interrupts and traps | | |
|-------------------|------------------------|---------------------|--------------|----------------------|--------------------|----------------------------------|
| Terminal handing | Sockets | File naming | Map-ping | Page faults | Signal handling | Process creation and termination |
| Raw tty | Cooked tty | Network protocols | File systems | Virtual memory | | |
| | Line disciplines | Routing | Buffer cache | Page cache | Process scheduling | |
| Character devices | Network device drivers | Disk device drivers | | Process dispatching | | |
| Hardware | | | | | | |

| System calls | | | Interrupts and traps | |
|--------------------|-----------------------|-------------------------|----------------------------|--------------------------------------|
| <i>I/O Bereich</i> | <i>Netzwerk Stack</i> | <i>Datei Verwaltung</i> | <i>Speicher Verwaltung</i> | <i>Prozess / Signal Verarbeitung</i> |
| <i>Hardware</i> | | | | |

3. Skizzieren Sie (grob) die Systemstruktur von Windows.



Anwendungsprogramme welche auf die API zugreifen

API

NTOS Kernel / Ausführungsschicht

Hardware / HAL