

Elementos y estructura de un sistema operativo

Roberto Gómez Cárdenas

ITESM-CEM

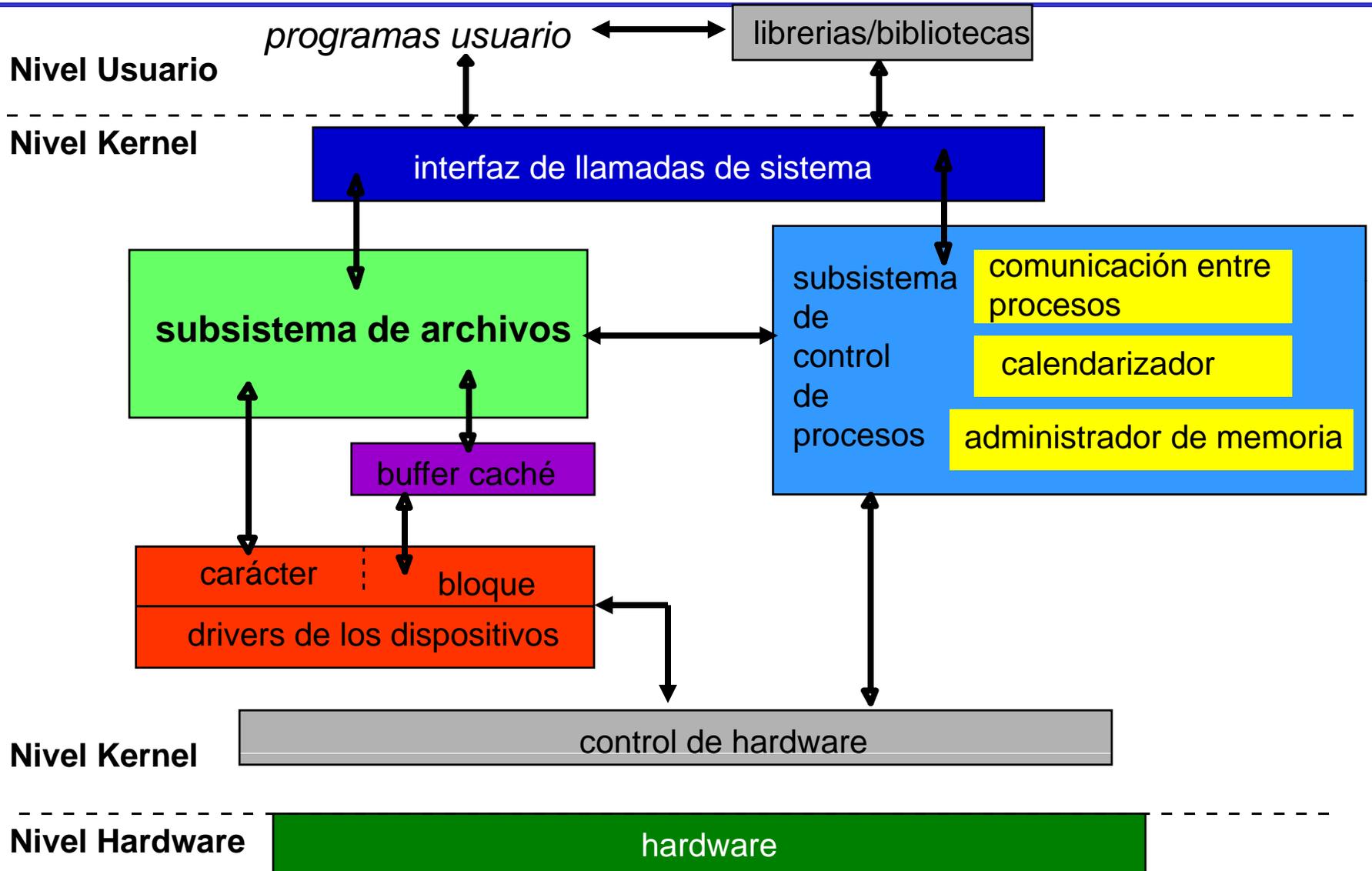
rogomez@itesm.mx

<http://homepage.cem.itesm.mx/rogomez>

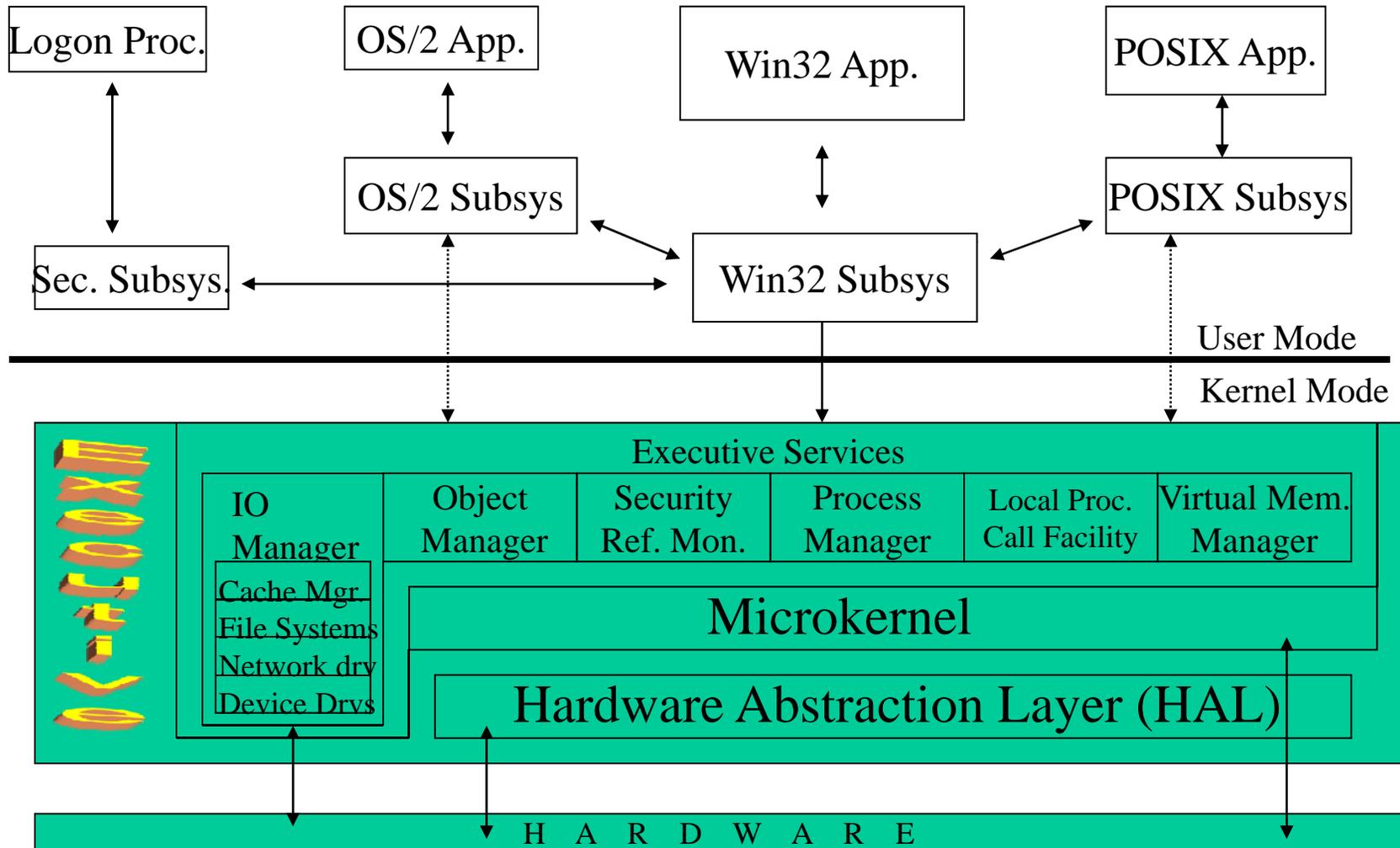
Elementos sistema operativo

- Núcleo
- La llamada de sistema o API
- El shell

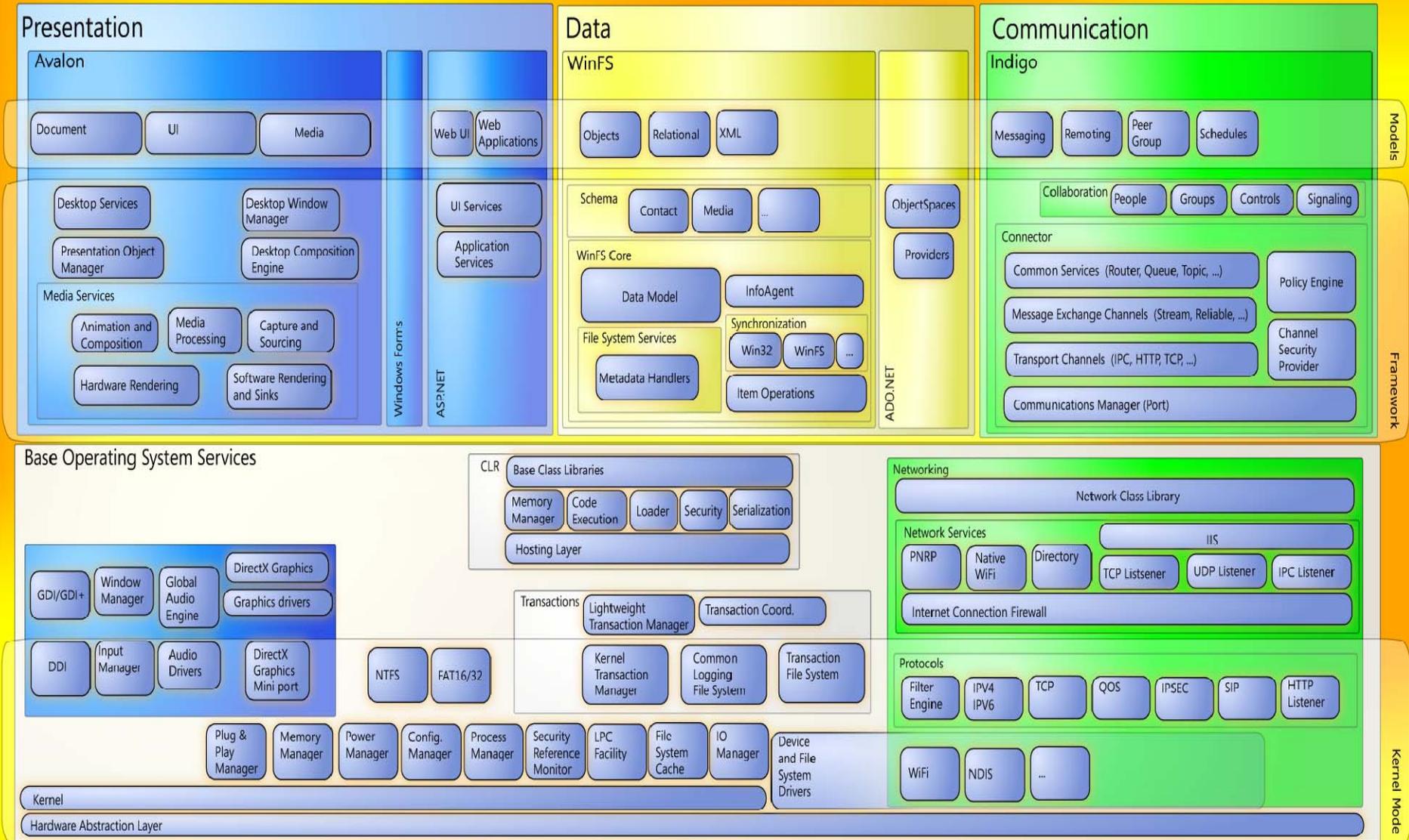
Núcleo Unix



Núcleo Windows



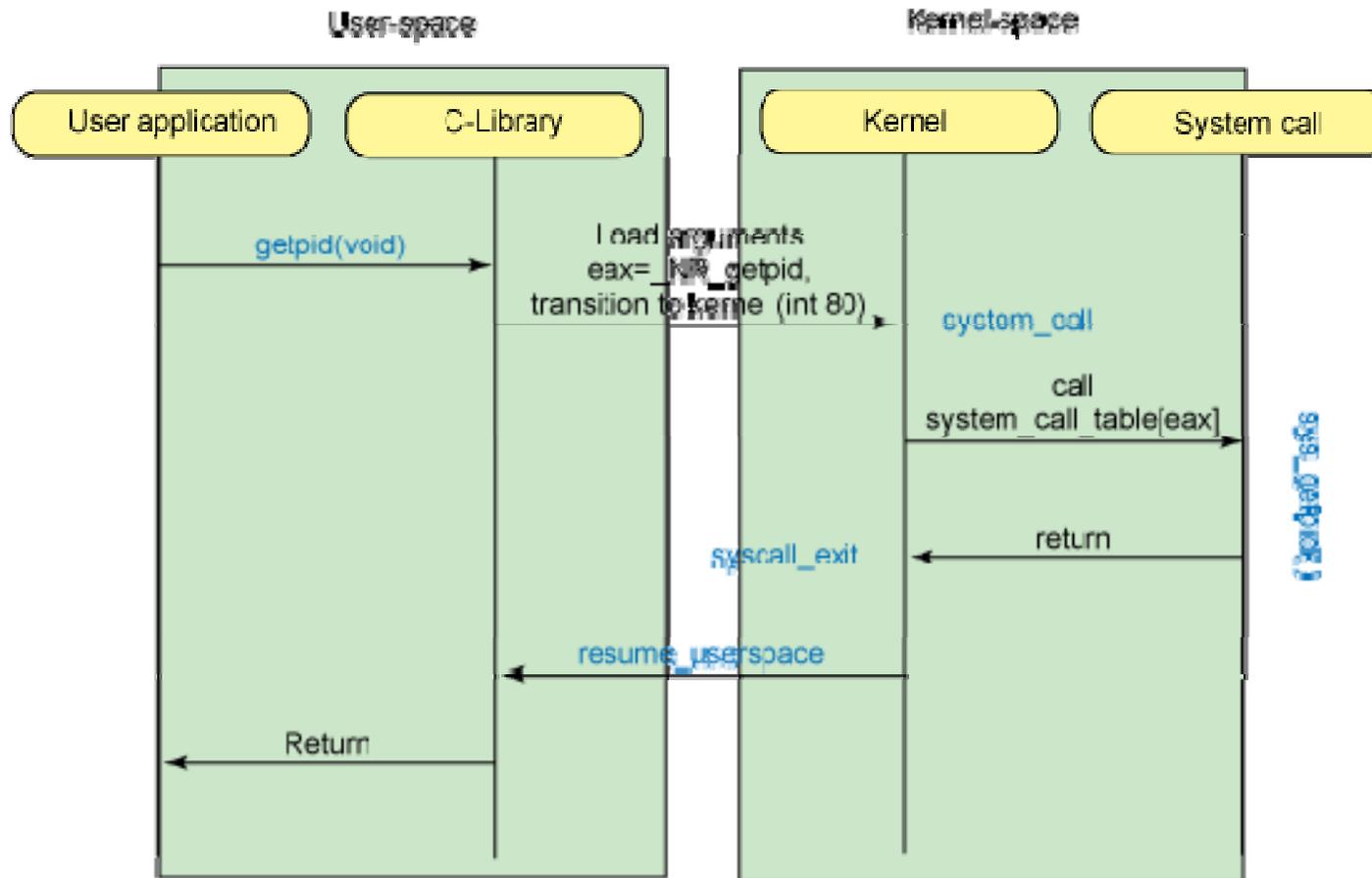
Longhorn Architecture



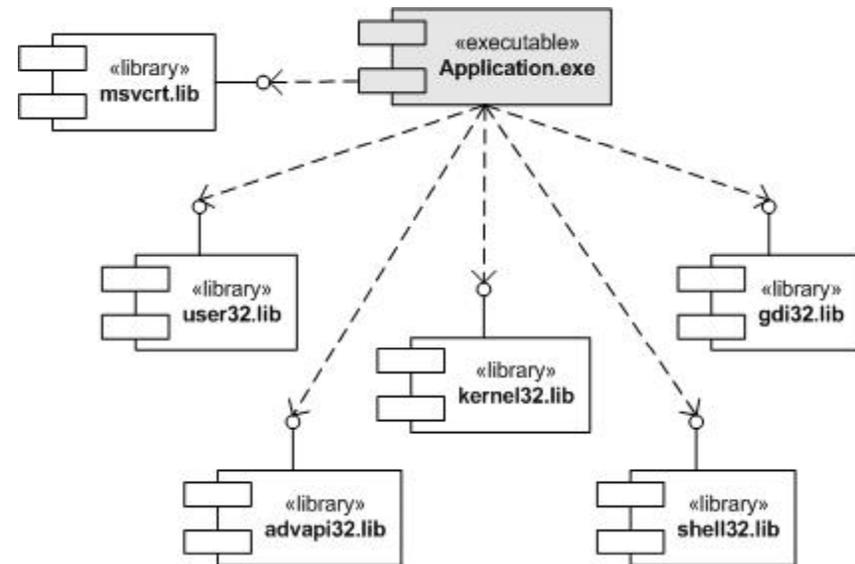
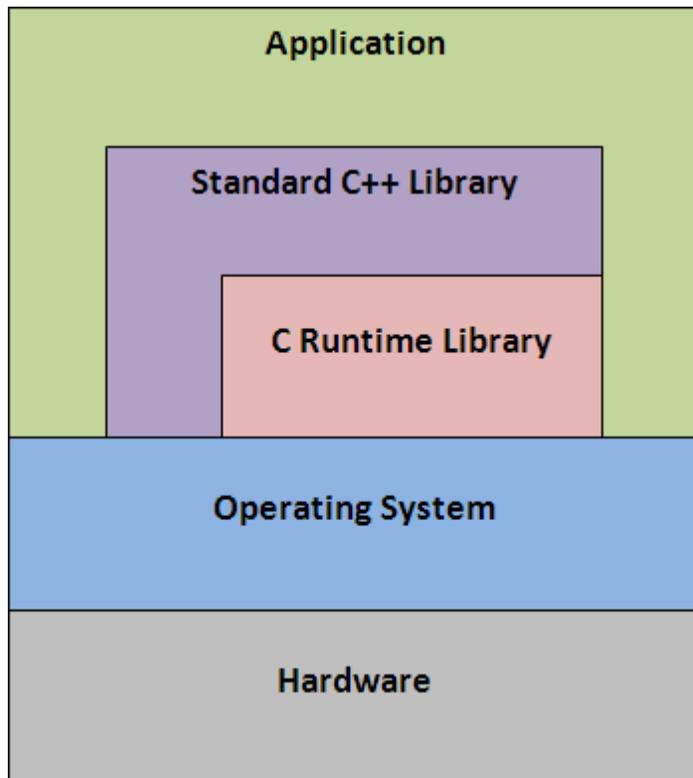
PDC⁰³

Make the connection

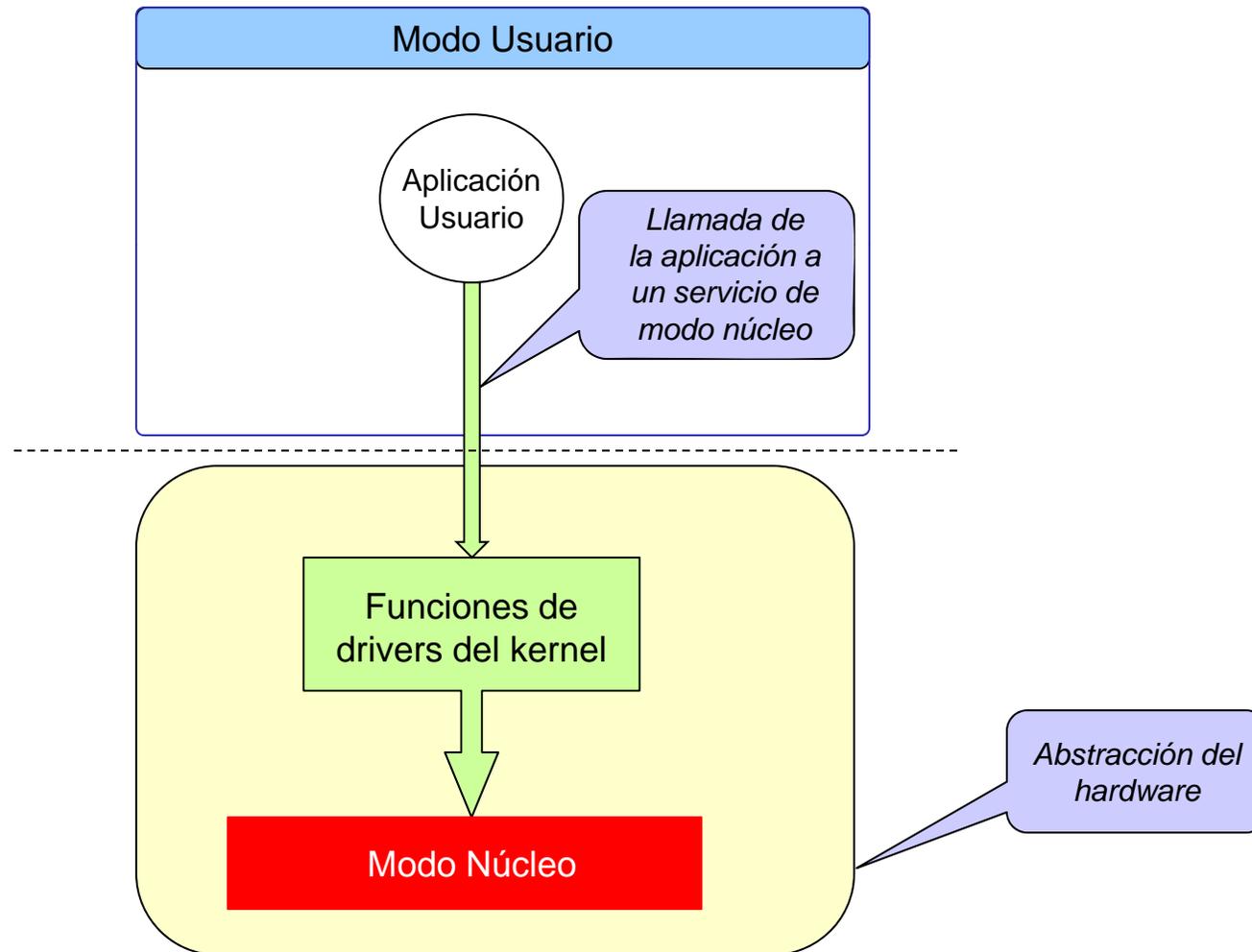
Syscalls



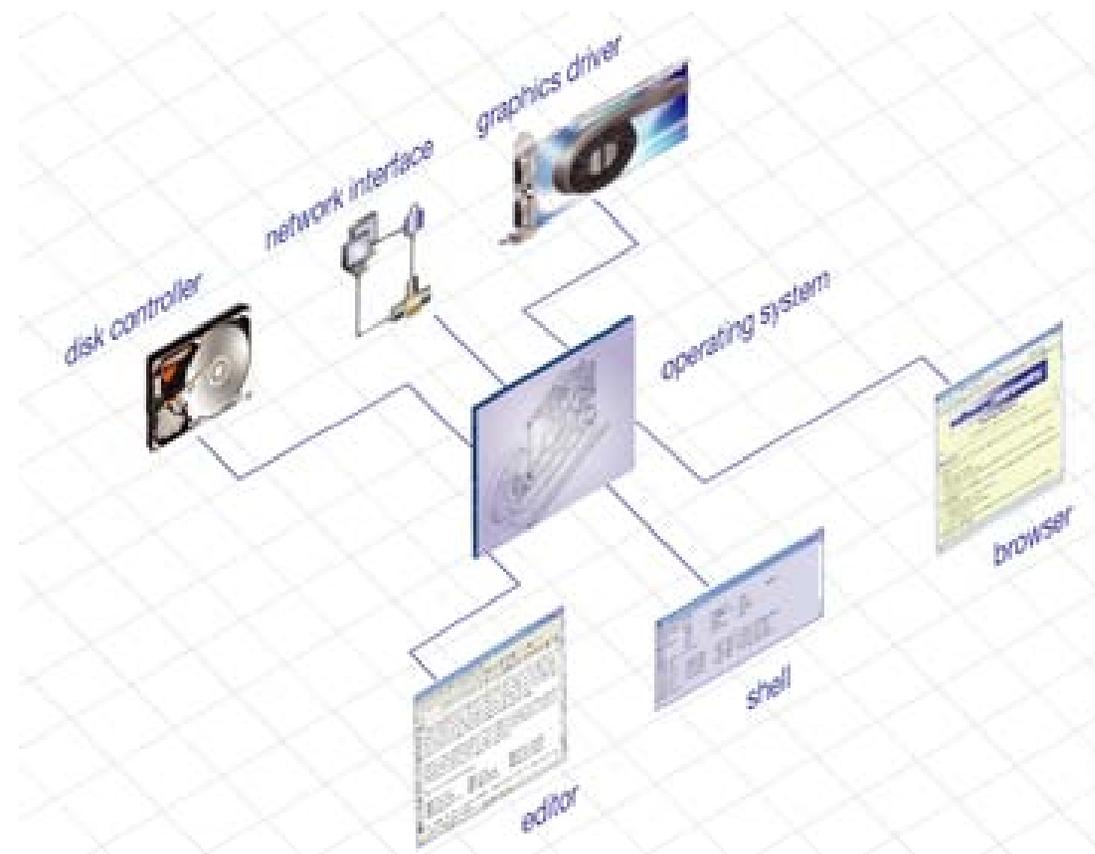
API de Windows



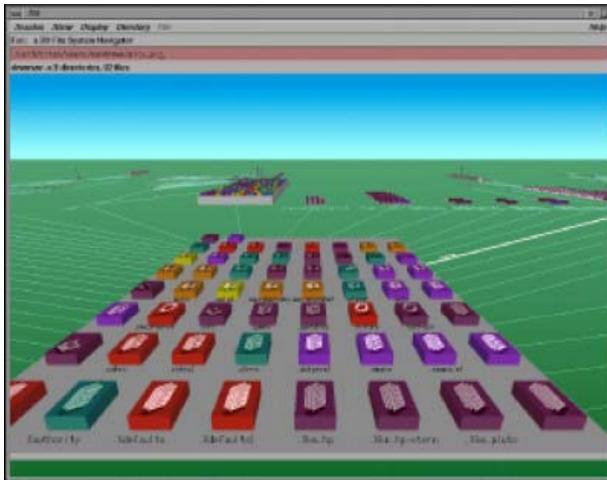
Modo kernel vs modo núcleo



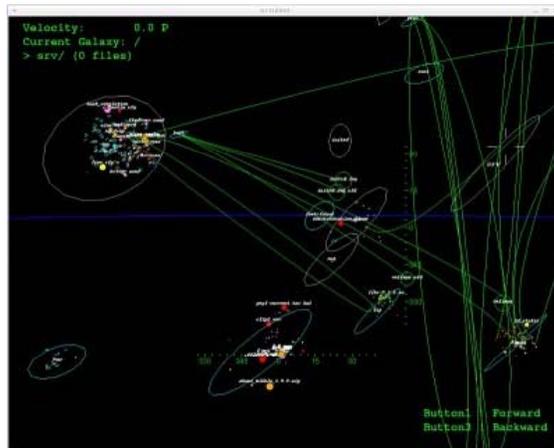
El shell



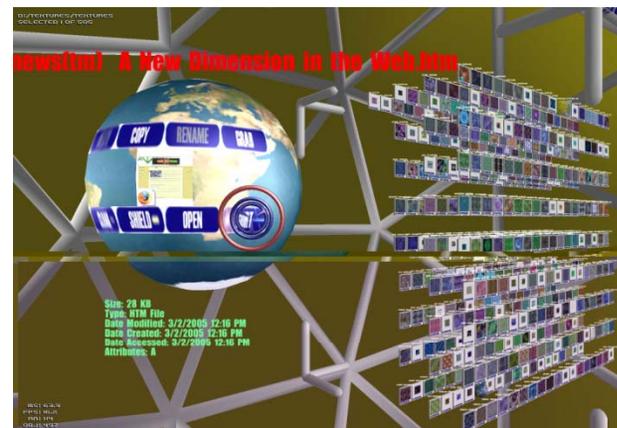
Interfaces 3D



FSN (File System Navigator)



XCrusier

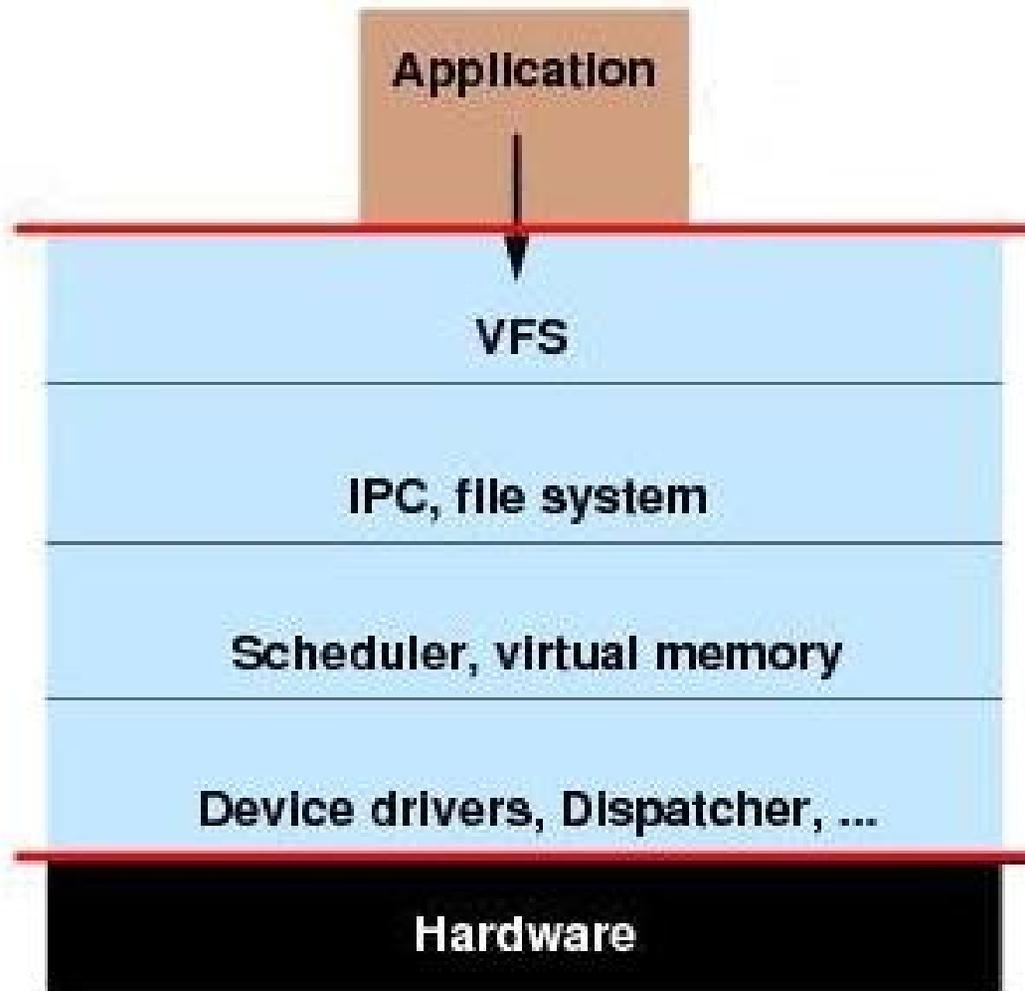


Tactile3D

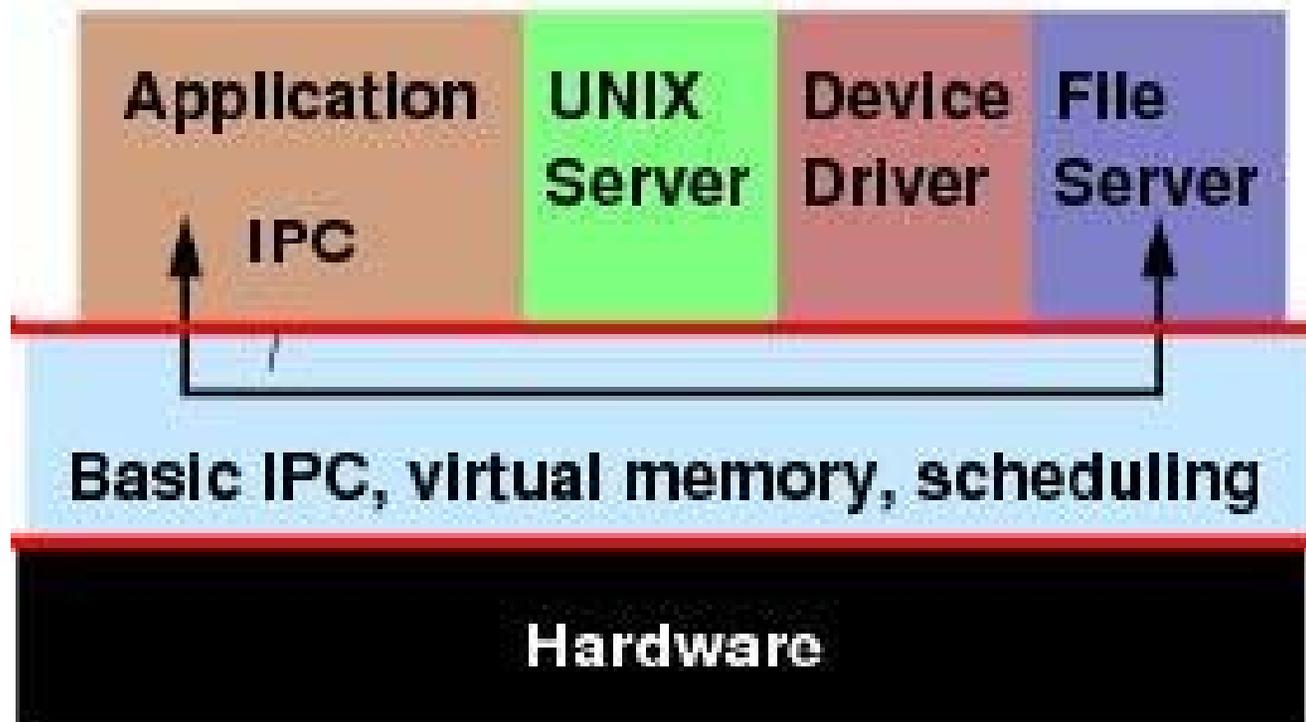
Estructuras sistemas operativos

- Sistema monolítico
- Sistema microkernel
- Sistema con capas
- Sistemas virtuales
- Sistema cliente/servidor
- Sistemas maestro/esclavo

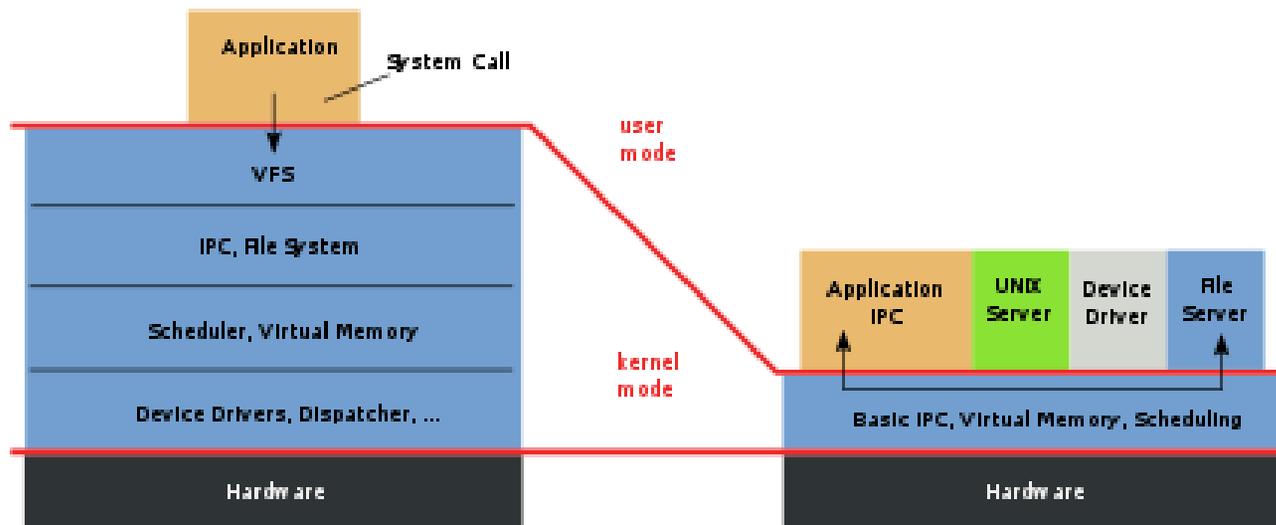
Sistemas monolíticos



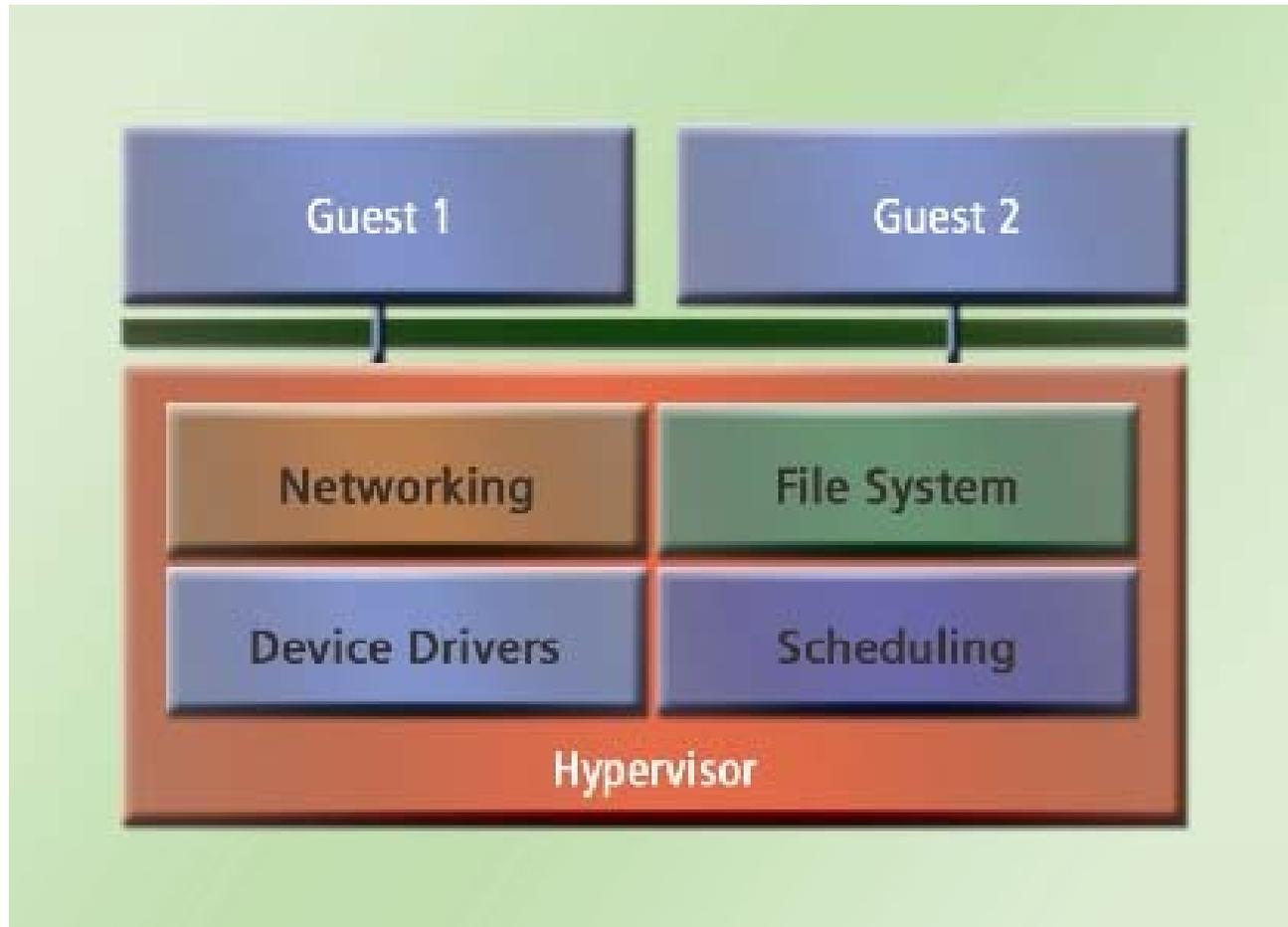
Sistema microkernel



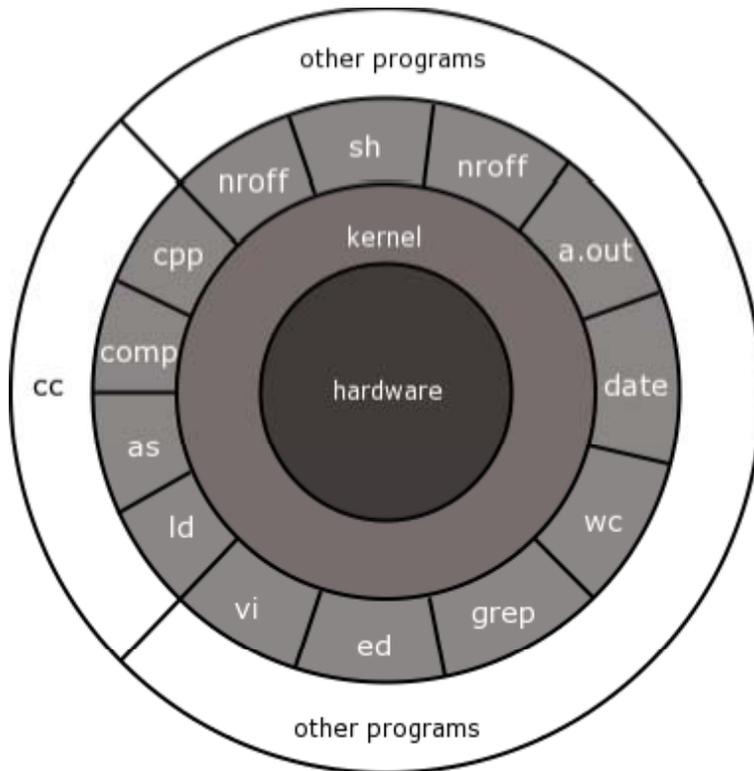
Monolítico vs Microkernel



Sistemas virtuales



Sistema Operativo en Capas

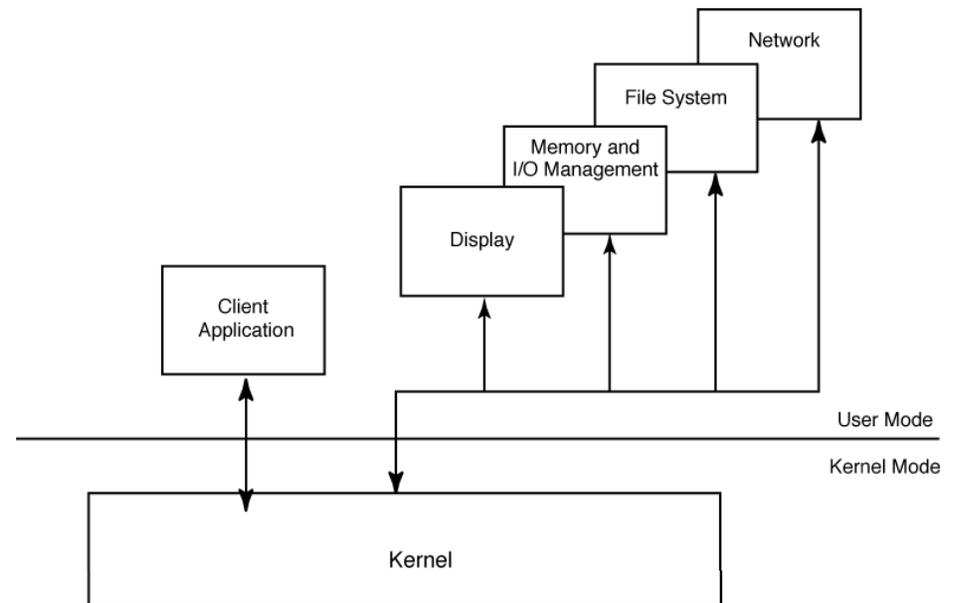
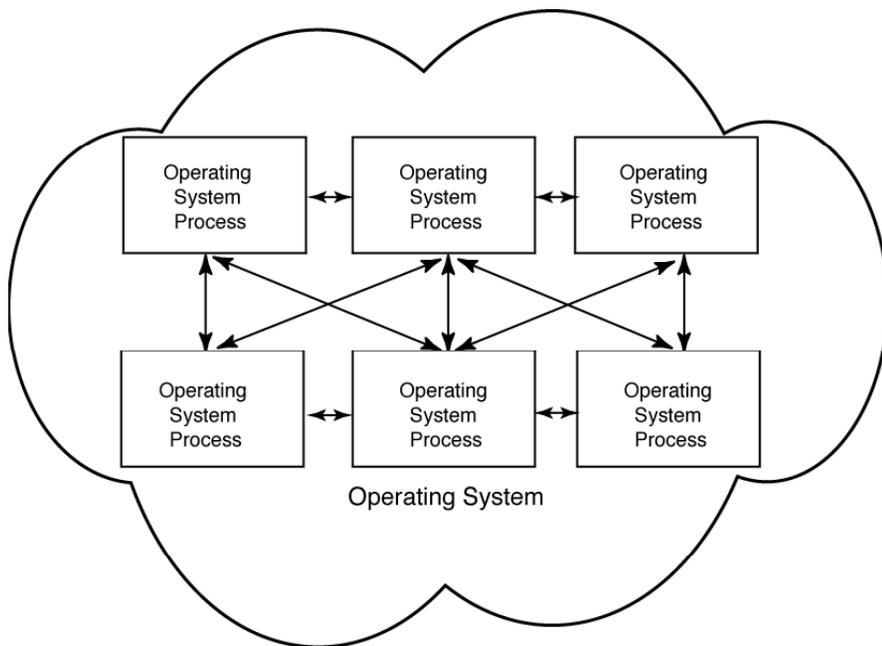


Sistema operativo Unix

El operador
Programas del usuario
Control de entrada/salida
Comunicación operador-proceso
Administrador de la memoria y del disco
Asignación del procesador y multiprogramación

Sistema operativo THE

Cliente/servidor



Maestro/esclavo

