

# Operating System Design And Implementation 3rd Edition

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Operating Systems: Design and Implementation. Andrew S. Tanenbaum. Most books on operating systems are strong on theory and weak on practice. This one aims to provide a better balance between the two. It covers all the fundamental principles in detail, including processes, interprocess communication, semaphores, monitors, message passing, remote procedure call, scheduling algorithms, input/output, deadlocks, device drivers, memory management, paging algorithms, file system design, network ...  
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These are covered in operating system design and implementation. Operating System Design Goals. It is quite complicated to define all the goals and specifications of the operating system while designing it. The design changes depending on the type of the operating system i.e if it is batch system, time shared system, single user system, multi user system, distributed system etc. There are basically two types of goals while designing an operating system.  
*Operating Systems Design and Implementation, Third Edition*  
A similar set of requirements can be defined by those people who must design, create, maintain, and operate the system: The system should be easy to design, implement, and maintain; it should be flexible, reliable, error free, and efficient. Again, these requirements are vague and may be interpreted in various ways.  
Operating systems have to deal with potentially hostile users: Security and privacy are two main factors that users prefer when it comes to a good operating system. There can be hostile users who may steal user programs or even hi-jack machines. Operating system designs have to incorporate these aspects in to their design process as well.