

## SYLLABUS

### SOFTWARE ENGINEERING

#### B Tech II Year II Sem

| Course Code            | Category                 | Hours/<br>Week       |   |   | Credits          | Maximum Marks |     |       |
|------------------------|--------------------------|----------------------|---|---|------------------|---------------|-----|-------|
| 23CY405                | Professional<br>Core     | L                    | T | P | 3                | CIE           | SEE | TOTAL |
|                        |                          | 3                    | 0 | 0 |                  | 40            | 60  | 100   |
| Contact<br>Classes: 48 | Tutorial Classes:<br>Nil | Practical Classes: - |   |   | Total Classes:48 |               |     |       |

#### Prerequisites:

1. A course on “Computer Programming and Data Structures”.
2. A course on “Computer Organization and Architecture”.

#### Course Objectives:

1. Introduce operating system concepts (i.e., processes, threads, scheduling, synchronization, deadlocks, memory management, file and I/O subsystems and protection)
2. Introduce the issues to be considered in the design and development of operating system
3. Introduce basic Unix commands, system call interface for process management, inter process communication and I/O in Unix

#### Course Outcomes:

1. Will be able to control access to a computer and the files that may be shared
2. Demonstrate the knowledge of the components of computers and their respective roles in computing.
3. Ability to recognize and resolve user problems with standard operating environments.
4. Gain practical knowledge of how programming languages, operating systems,
5. Gain practical knowledge about architectures interact and how to use each effectively.

#### UNIT - I

**Operating System - Introduction,** Structures - Simple Batch, Multi programmed, Time-shared, Personal Computer, Parallel, Distributed Systems, Real-Time Systems, System components, Operating System services, System Calls

**Process** - Process concepts and scheduling, Operations on processes, Cooperating Processes, Threads

## **UNIT - II**

**CPU Scheduling** - Scheduling Criteria, Scheduling Algorithms, Multiple - Processor Scheduling. System call interface for process management-fork, exit, wait, waitpid, exec

**Deadlocks** - System Model, Deadlocks Characterization, Methods for Handling Deadlocks, Deadlock Prevention, Deadlock Avoidance, Deadlock Detection, and Recovery from Deadlock

## **UNIT - III**

**Process Management and Synchronization** - The Critical Section Problem, Synchronization Hardware, Semaphores, and Classical Problems of Synchronization, Critical Regions, Monitors

**Inter process Communication Mechanisms:** IPC between processes on a single computer system, IPC between processes on different systems, using pipes, FIFOs, message queues, shared memory.

## **UNIT - IV**

**Memory Management and Virtual Memory** - Logical versus Physical Address Space, Swapping, Contiguous Allocation, Paging, Segmentation, Segmentation with Paging, Demand Paging, Page Replacement, Page Replacement Algorithms.

## **UNIT - V**

**File System Interface and Operations** -Access methods, Directory Structure, Protection, File System Structure, Allocation methods, Free-space Management. Usage of open, create, read, write, close, lseek, stat, ioctl system calls.

### **TEXT BOOKS:**

1. Operating System Principles- Abraham Silberchatz, Peter B. Galvin, Greg Gagne 7th Edition, John Wiley.
2. Advanced programming in the UNIX environment, W.R. Stevens, Pearson education.

### **REFERENCE BOOKS:**

1. Operating Systems- Internals and Design Principles, William Stallings, Fifth Edition-2005, Pearson Education/PHI
2. Operating System A Design Approach- Crowley, TMH.
3. Modern Operating Systems, Andrew S. Tanenbaum 2<sup>nd</sup> edition, Pearson/PHI
4. UNIX programming environment, Kernighan and Pike, PHI/ Pearson Education
5. UNIX Internals -The New Frontiers, U. Vahalia, Pearson Education.