### Unit Description in detail

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<thead>
<tr>
<th>Unit</th>
<th>Description in detail</th>
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<tbody>
<tr>
<td>I</td>
<td><strong>Introduction to Operating Systems</strong></td>
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<td></td>
<td>Concept of Operating system.</td>
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<td>Operating system structure: Monolithic structure, Layered system, Virtual machine, Client-server model.</td>
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<td>II</td>
<td><strong>CPU Scheduling</strong></td>
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<td>Process Scheduling: concept, Scheduling queues, Schedulers, Context Switch.</td>
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<td>CPU Scheduler.</td>
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<td>Dispatcher, Scheduling Criteria.</td>
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<td>Scheduling Algorithm: First Come First Serve, Shortest Job First, Priority, Round-Robin</td>
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<td><strong>Process Synchronization &amp; Deadlock</strong></td>
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<td>Introduction to deadlock.</td>
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<td>Deadlock characterization.</td>
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<td>Deadlock Avoidance.</td>
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<td>RAID Structure.</td>
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### Basic Text & Reference Books:

- Operating system concepts, 8th edition by Abraham Silberschatz, Peter B. Galvin, Greg Gagne, Publisher - Wiley
- Modern Operating system by Andrew S. Tanenbaum