

What did we do?

- OS theory
 - OSC book's suggested syllabus
 - <http://codex.cs.yale.edu/avi/os-book/OS9/syllabi-dir/typical.html>
 - Many things were added – ex) Linux implementations
 - But skimmed/skipped the following:
 - Deadlock theory – OSCE2 5.11 / OSC9 7.1-7.3
 - I/O systems – OSCE2 chapter 12 / OSC9 chapter 13, COMS 3827 & 4824
 - Network file system (NFS) – OSCE2 11.8 / OSC9 12.8
- Advanced UNIX programming
 - APUE book & http-server assignments
 - Many advanced topics including:
 - Signal handling
 - Multi-threaded programming, concurrency, locking
 - Non-blocking I/O, select(), mmap()
 - IPC – pipes, shared memory, domain sockets

What else did we do?

- Linux system administration
 - Arch Linux! – install, maintenance, and repair
 - Shell scripting and kernel compilation
 - I wish I had time to cover virtualization:
 - <https://www.vmware.com/pdf/virtualization.pdf>
 - https://www.vmware.com/pdf/asplos235_adams.pdf
 - <http://www.virtualbox.org/manual/ch10.html>
- Linux kernel programming
 - HW2: intro to crazy OS-level C
 - HW5, *aka Fridge*: system calls, kernel-level locking, wait queues
 - HW6, *aka Freezer*: new Linux scheduler
 - HW7: *aka Pantry*: simple file system from scratch!
 - HW8: *aka Cabinet*: understanding Linux page table structure
 - We skimmed/skipped:
 - Interrupt handlers and bottom half
 - Kernel synchronization using RCU
 - Kernel memory management & block I/O layer

A gamer says to an OS student:

You should get into gaming!

OS student says:

Who needs game when you got grep.

Please

- Fill out CourseWorks evaluation
- Remember your pledge
 - Don't share class materials with friends
 - Don't post any class-related code to GitHub
 - Don't post exams to CourseHero

The most important thing I learned was not be afraid.

That's a harder lesson to learn than it sounds, because the only way to really learn it is to do the things you think sound hard. . . . this was the biggest takeaway for me from the kernel development work in OS.

- Andrew Kiluk

Hack on!