CSC104 Winter 2013

Why and how of computing week 10

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Text: Picturing Programs





Outline

operators and operating systems

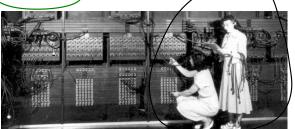
networks

Notes

machines take over in batches

Machines began to take over setting the program counter to a new job, collecting the output, fetching memory... but it was

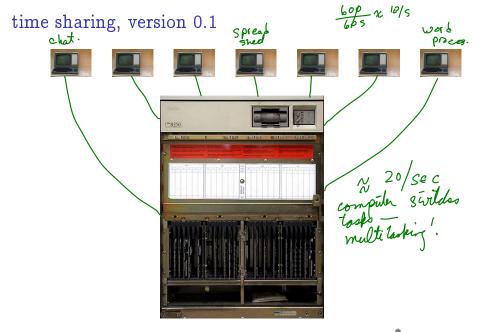
still one job at a time.)



as lot 1980s - programs waiter their turn







one user, one program, one computer like 1970, 1980s

PC



Commo dore 64



turned program (eg word processon), finisked, turned program off + started another, of mode handware accessible to user + programs. file > fden ame.

task-switching to time-splitting, v 1.0

mil-1980 revolutionaly









Does one task stop, or only appear to stop, for the other?

unix (mostly) to the desktop GUIs, time-sharing, networking, flame-wars

or cinix-like

Mac 05



artisto, musicians, multi-media Windows



work- (elater).

linux



programmers, hobby 15ts, academics. an operating system should have command start program, get kernel (shell, shielded access to hardware, referee sharing) between programs

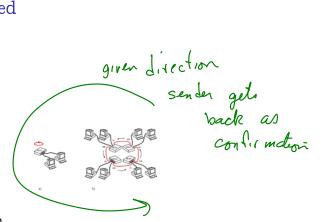
between programs

utilities - backup file

maintain & in stall hard wore / soft wore

roundly connected

ring topology

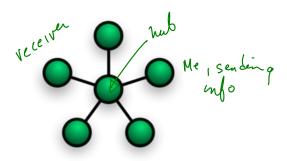


wait for the token

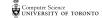
centrally connected

star configuration

hub would fail



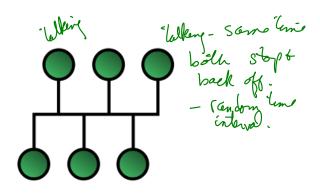
server runs things





all connected

bus configuration



cooperate and back off





network of networks



local networks
interconnected by
gateways
(click images)





the medieval internet

NSFNET T3 Network 1992



- ▶ email
- ▶ file transfer protocol
- ▶ Network File Service
- ► Tim Berners-Lee: WWW impossible without open protocols



now the internet ≈ WWW antipodal clicking...



- ▶ where's the content?
- how's it move around
- who's in charge?

Notes

