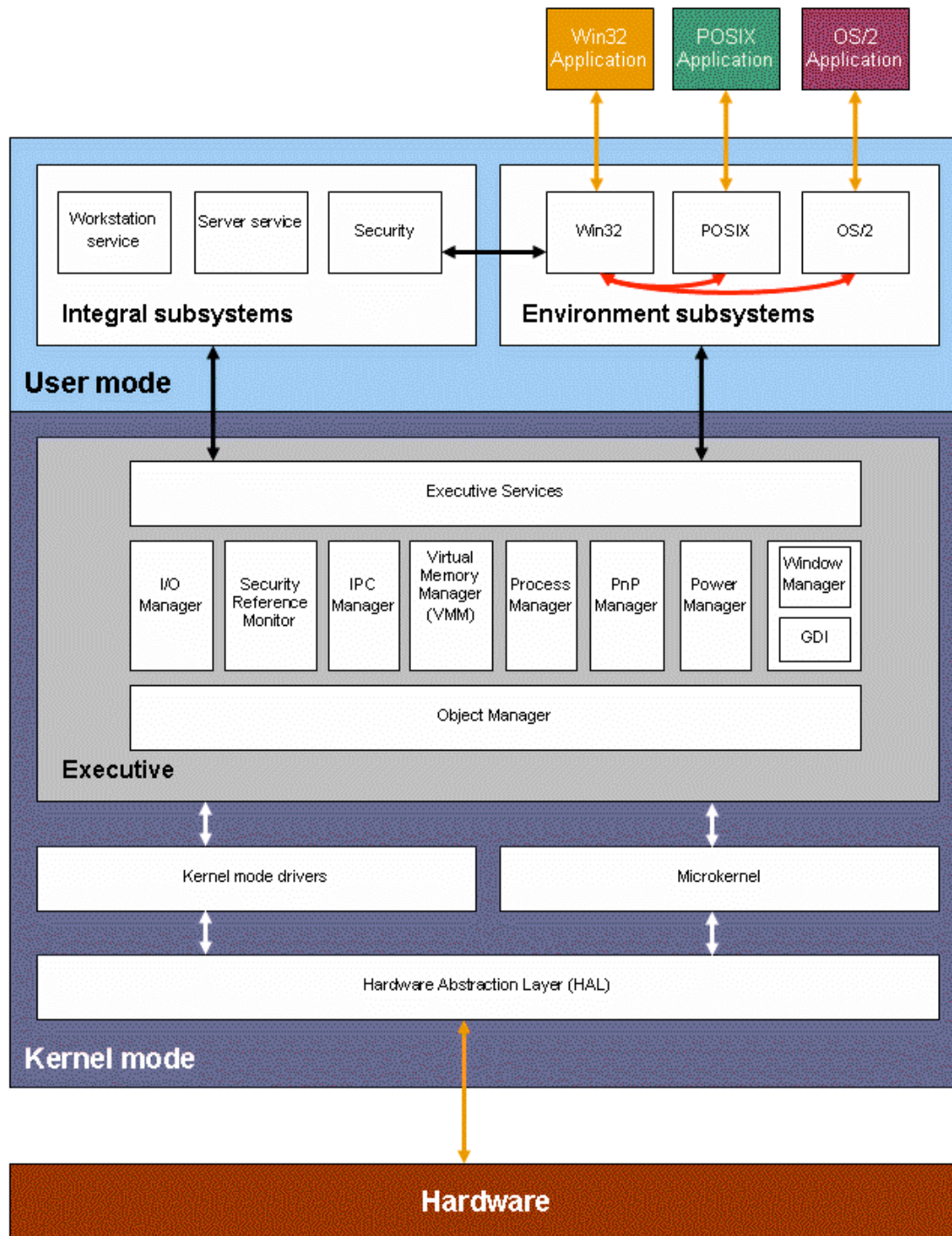


Windows XP

- ▶ Windows XP is the newer version of Windows NT
 - Built on top of a Hardware abstraction layer to ensure portability
 - Shares some roots with VMS via Dav Cutlet from DEC
 - Windows XP, XP Pro, Media Center, 64 bit, Tablet PC, server etc.
- ▶ Windows XP considers Media player, Internet Explorer to be part of the OS - legally contested as this has implications for the anti-trust lawsuits. Typical OS techniques are not challenged in courts
- ▶ Boots using a BIOS (future generations would use EFI)





Process scheduling

- ▶ Threads are scheduling using a priority-based preemptive scheduling using a dispatcher
- ▶ 32 priority levels
 - 1-15: Variable class
 - 16-31: Real time
 - 32: Dispatcher
 - Idle thread is executed if no other thread is ready
 - Interactive tasks can get upto 3 scheduling quantum over time sharing applications



Virtual memory

- ▶ Demand paging with clustering
 - On page fault, bring in a cluster of pages
 - Each process associated with minimum and maximum working set
 - Processes at maximum working set will run a local page replacement policy
 - If less than maximum, then OS will release a free page



File system of choice: NTFS

- ▶ Directories are implemented using a B+ tree
- ▶ Supports quotas
- ▶ Sparse files - if seek() and written, then areas that were never written return 0 and not take up any space
- ▶ Volume mount points - similar to unix mount. NTFS does not have to use A:, B:, etc.
- ▶ Directory junction, which is similar to directory symbolic links in UNIX
- ▶ Hard links to other files in the same volume
- ▶ Volume shadow copy to create COW backups of recent overwritten versions
- ▶ Transparent compression and encryption
- ▶ 64 bit clusters for volume size



Security

- ▶ User account based
- ▶ Subject used to track user priviledges and program access

- ▶ All system configuration kept in registry
 - Keeps last known safe state to other mechanisms to recover from corrupt registry

