

# Problem Set 1

CS 411

Due at the beginning of class on the first class day of the following week.

Sections 1.1,2,4,5

1. There are several design goals in building an operating system, for example, resource utilization, timeliness, robustness, etc. Give an example of two design goals that may contradict one another.
2. What are the consequences of implementing an operating system for a CPU which doesn't have dual-mode operation?
3. What is the difference between an interrupt and a trap?