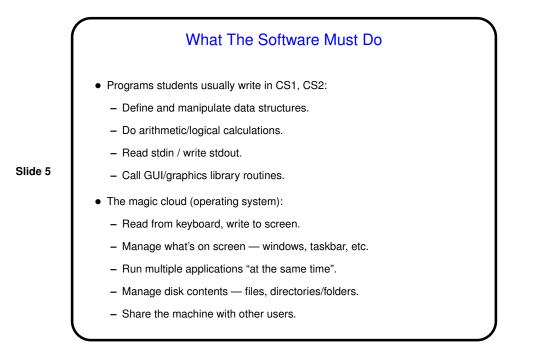
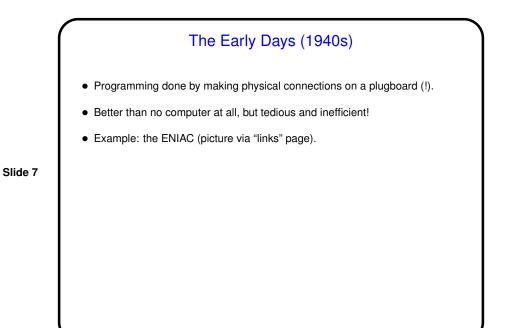


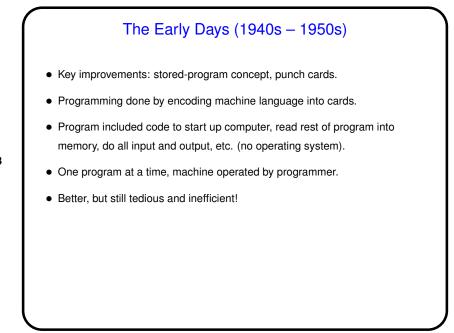
## What The Hardware Can Do

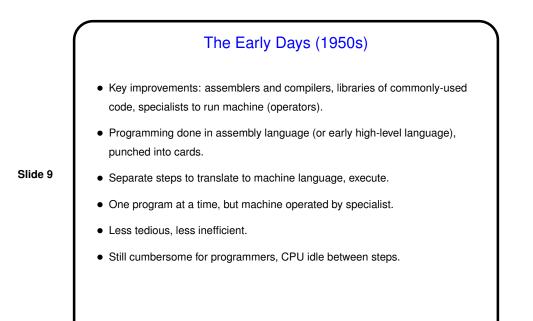
- CPU: fetch machine instruction from memory, execute; repeat.
- Disk: read data from / write data to location on disk.
- And so forth very primitive.

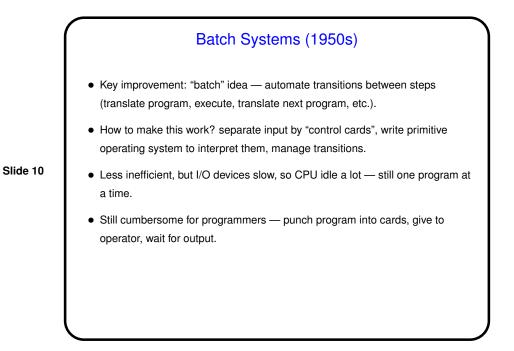


## Why Review History? To understand roots/development of current operating systems. As a way of getting many perspectives on "what do we want an O/S to do, and how do we make it do that?" Because history is intrinsically interesting? Try to imagine what using some of those early machines might have been like. (To allow the instructor to relive the days of his/her youth?)









Control Cards — Example //jobname JOB acctno,name, .... //stepname EXEC PGM=compiler\_name,PARM=(options) //STEPLIB DD DSNAME=path\_for\_compiler //SYSUT1 DD UNIT=SYSDA, SPACE=(subparms) //SYSPRINT DD SYSOUT=A Slide 11 //SYSLIN DSNAME=object\_code,UNIT=SYSDA, DD 11 DISP=(MOD, PASS), SPACE=(subparms) //SYSIN DD \* source code /\* //stepname EXEC PGM=load-and-go . . . . .... input data for program ....

