Topics possibly covered (definitely not an exhaustive list!!!)

1) Process/Kernel
   a) Microkernel versus Monolithic
   b) Kernel-level versus user-level
   c) Number of kernel threads in Minix
2) System Calls
   a) System calls versus Function calls
   b) What do they allow the user to do?
3) Context Switching
   a) What is a context switch?
   b) What happens when a context-switch occurs?
4) Scheduling
   a) Minix process scheduling
      i) 3 queues (what is the priority?)
      ii) round robin
   b) Lottery scheduling
   c) Lottery scheduling w/ticket sharing
   d) Preemptive versus non-preemptive – advantages/disadvantages
5) Mutual Exclusion and Deadlock
   a) safety
   b) liveness
   c) semaphores – definition
   d) busy wait
   e) Deadlock prevention
6) Input/Output
   a) disk scheduling – FCFS, SSTF, SCAN
   b) blocking versus non-blocking
7) Priority Ceiling
   a) Priority inversion definition – what is it and how is it caused?
8) Virtual Memory
   a) Page replacement schemes
      i) LRU B.
      ii) FIFO C.
      iii) Second Chance
   b) TLB – what is it?
   c) Inverted page table
      i) Calculate (see slide 29) entries in virtual page table and physical page table.
9) Anything else that might make decent multiple choice questions 😊