### Course overview

- What is UNIX
- UNIX from users' point of view
  - Console interface
  - Interactive and batch processing
  - Shell
  - Files, directories, special files
- UNIX from programmers' point of view
  - Shell scripts
  - C API introduction
- Internals of some UNIX systems (basics)
  - Boot process
  - Filesystem structure

## Operating System

(not a formal definition!)

- Manages all processes (programs) running on a machine
- Provides interfaces for programs to interact with hardware and other system components (syscalls)
- Provides user environment

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### POSIX and SUS

- Define many system features like users, file access permissions, IPC interfaces
- Define functions for programmers to interact with OS
- Define set of basic programs

# Some Unices, UNIX-like and UNIX-based systems

- (Open)Solaris
- \*BSD
- Minix
- GNU/Linux

Somehow based on UNIX (UNIX-like) systems

- MacOS X
- iOS
- Android

### Unix "family tree"

http://en.wikipedia.org/wiki/File:Unix\_history-simple.svg More detailed (still incomplete) variant http://www.levenez.com/unix/

## Software licensing

- Proprietary software
- Freeware
- Open Source software
- Free software

# Major free sofware licenses

GPL vs LGPL vs BSD

	GPL	LGPL	BSD
Use a program free of charge	Yes	Yes	Yes
Modify the program <sup>1 2</sup>	Copyleft	Copyleft	Yes
Sell copies of original program	(a)	(a)	Yes
Dynamically link with a code	No	Yes	Yes
with another license			
Sell copies of modified program	Copyleft, (a)	Copyleft, (a)	Yes <sup>1</sup>
Simple	No	No	Yes

Copyleftrequires to publish any modifications with free software license like a base code.

(a) Must provide source code free of charge.

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<sup>&</sup>lt;sup>1</sup>It is required to retain original copyright notice

<sup>&</sup>lt;sup>2</sup>Statically linking with a program is also considered modifying