

# **Arquitetura de Sistemas Operacionais**

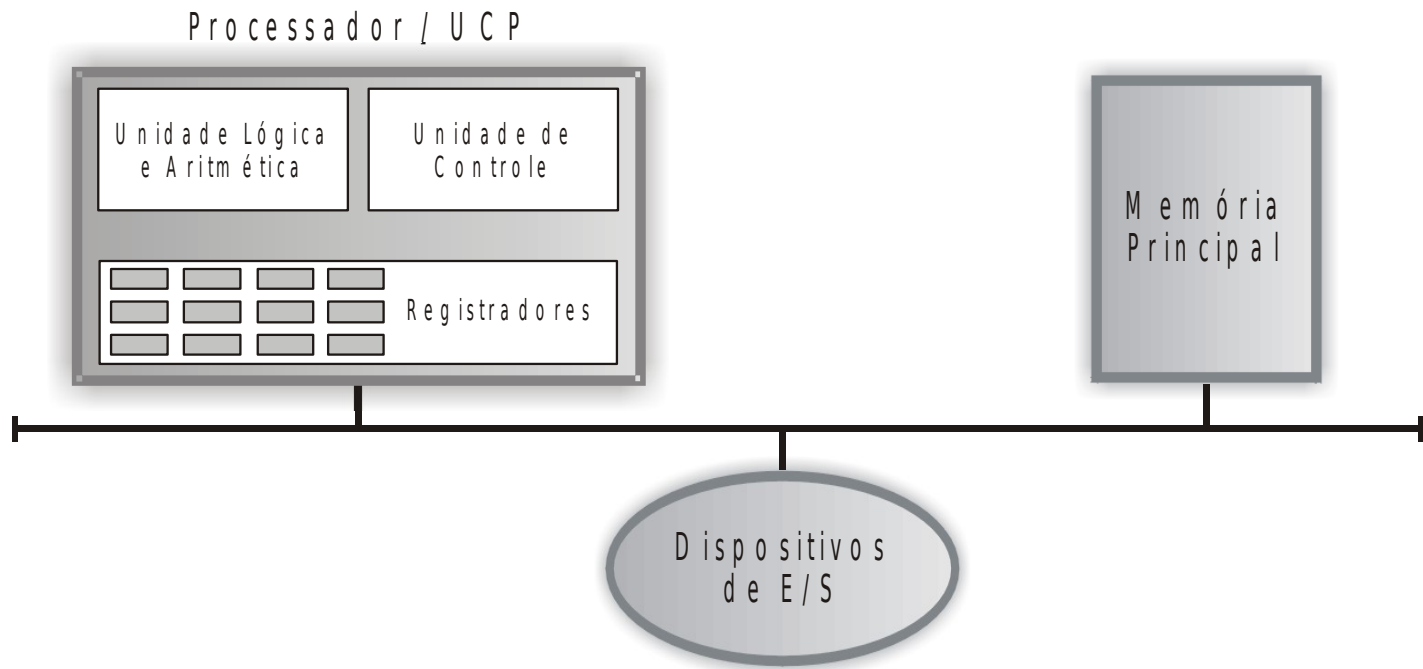
## **Francis Berenger Machado / Luiz Paulo Maia**

### **Capítulo 2**

#### **Conceitos de Hardware e Software**

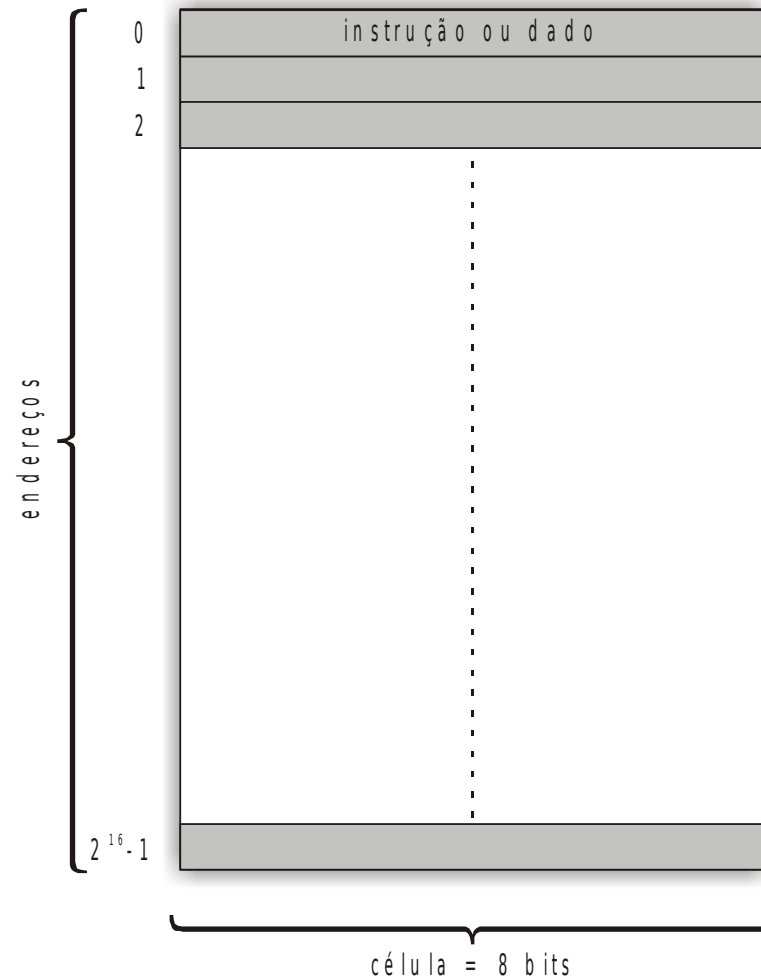
# 2 – Conceitos de Hardware e Software

## ▪ Sistema Computacional



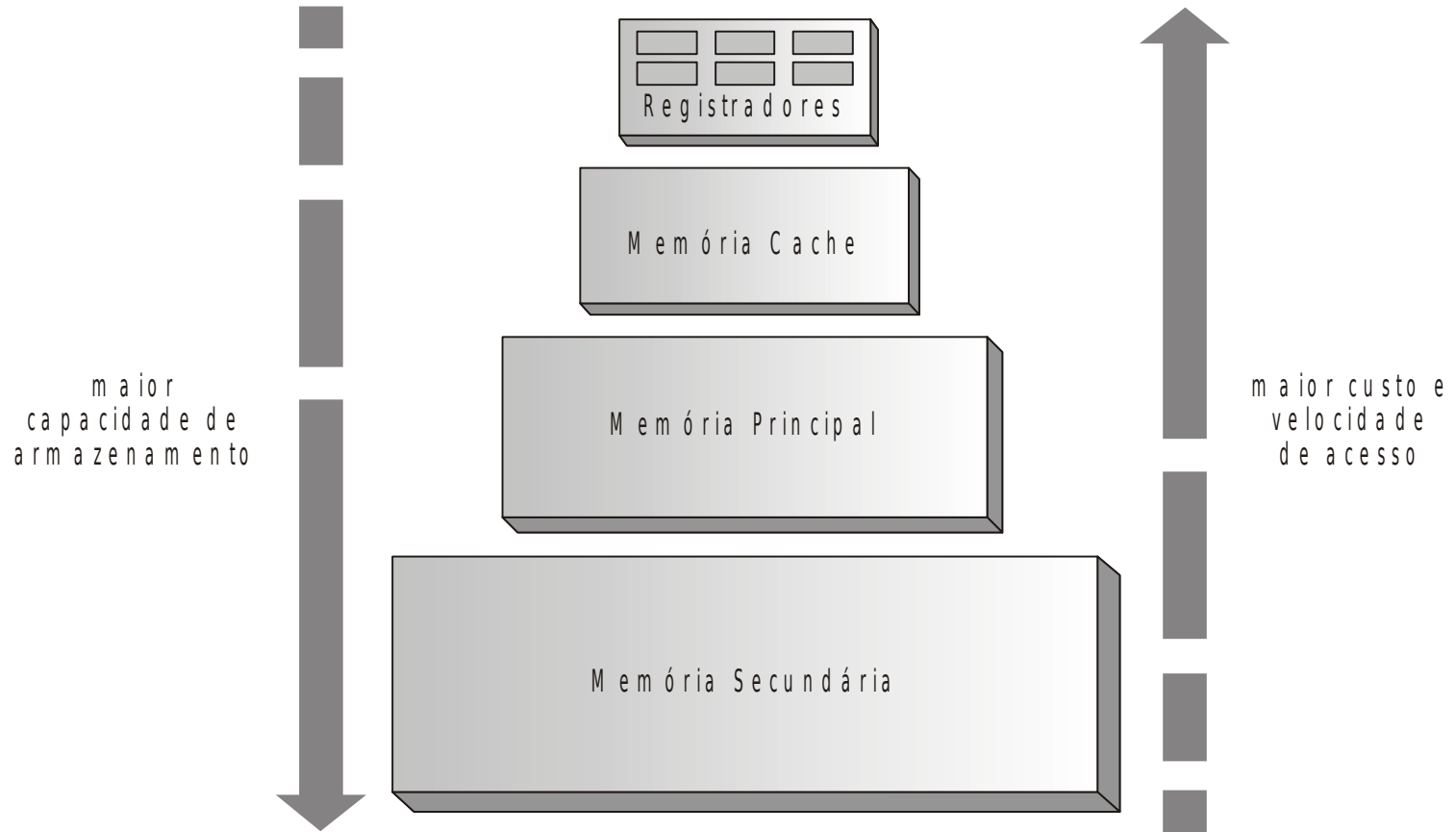
# 2 – Conceitos de Hardware e Software

- Memória Principal com 64 Kbytes



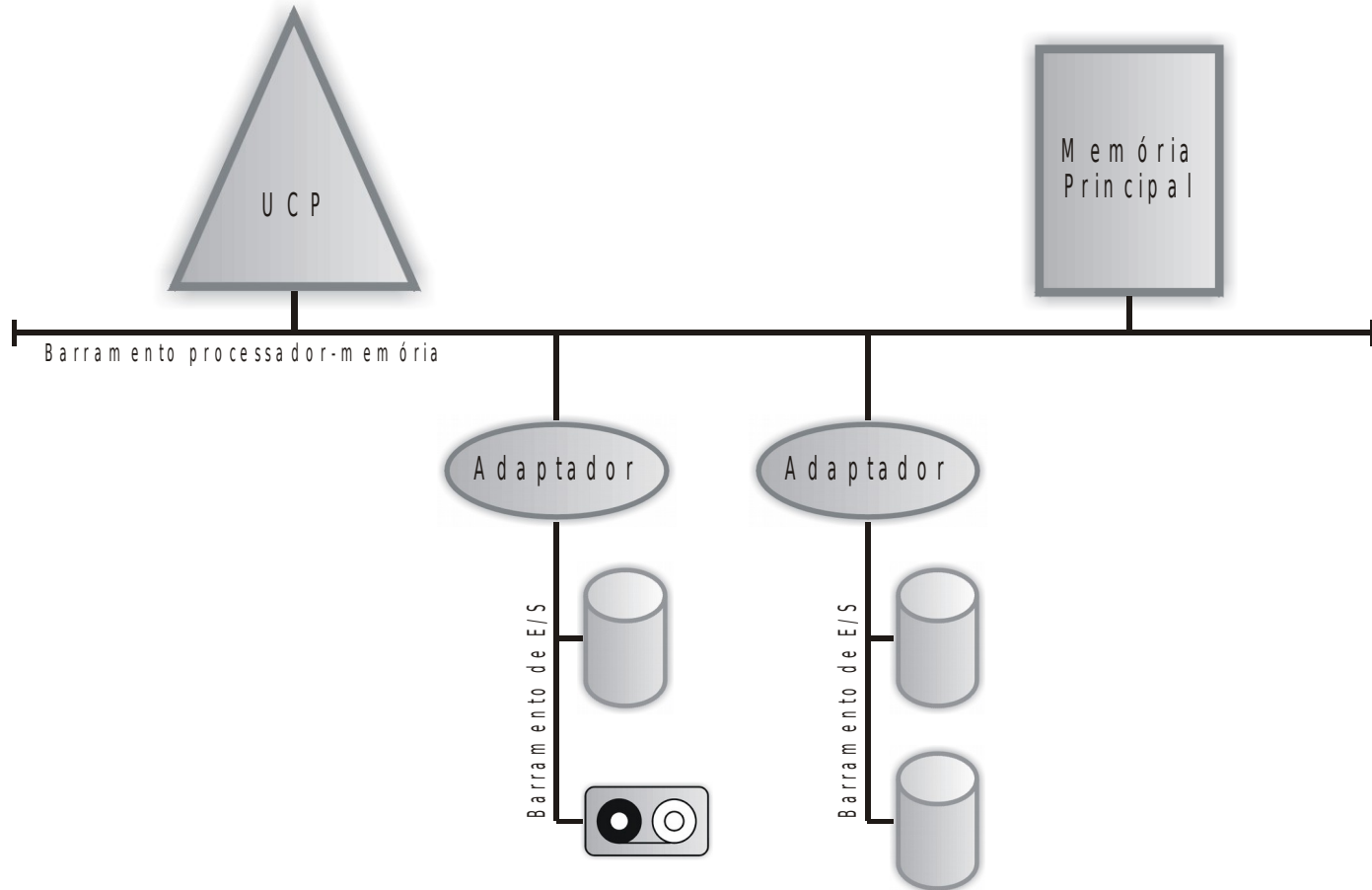
# 2 – Conceitos de Hardware e Software

## ▪ Relação entre Dispositivos de Armazenamento



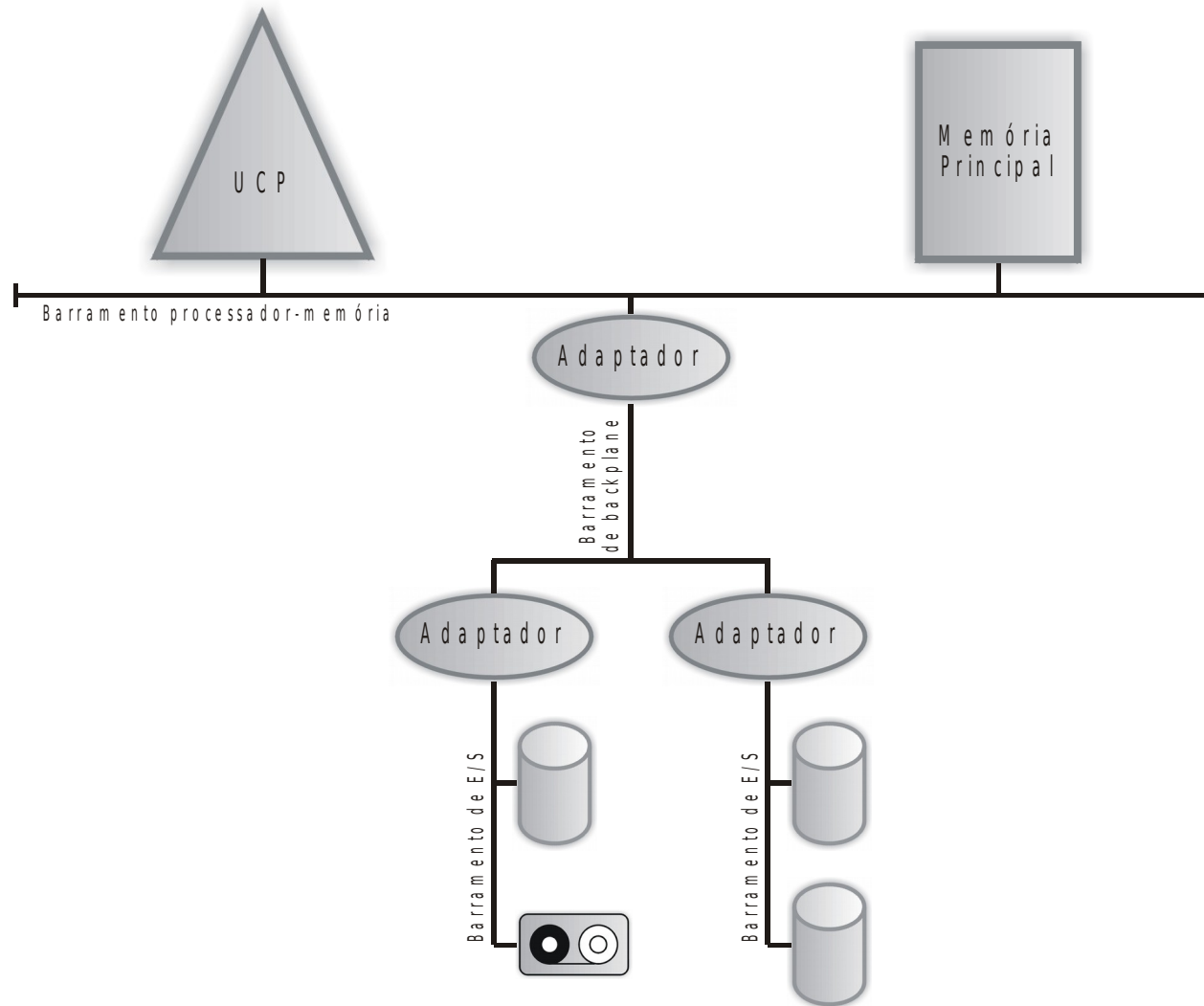
# 2 – Conceitos de Hardware e Software

## ▪ Barramentos Processador-Memória e de E/S



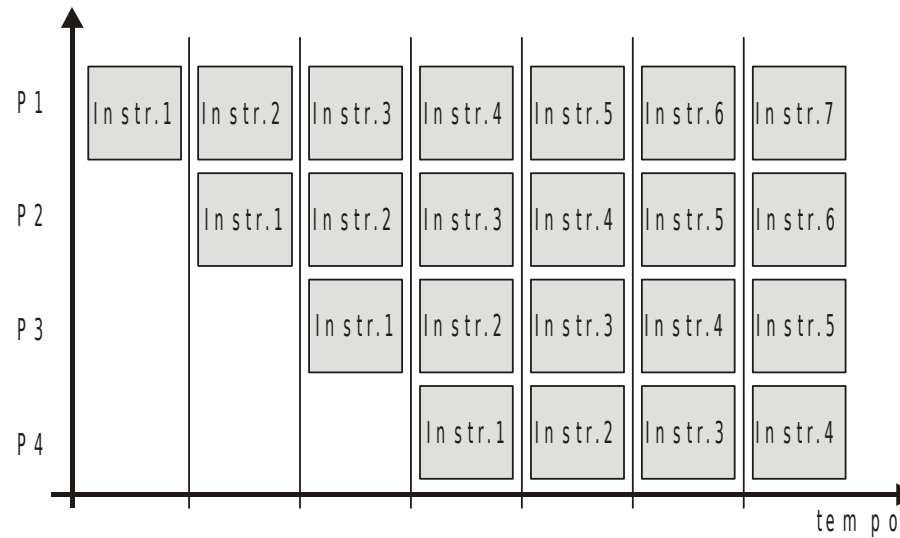
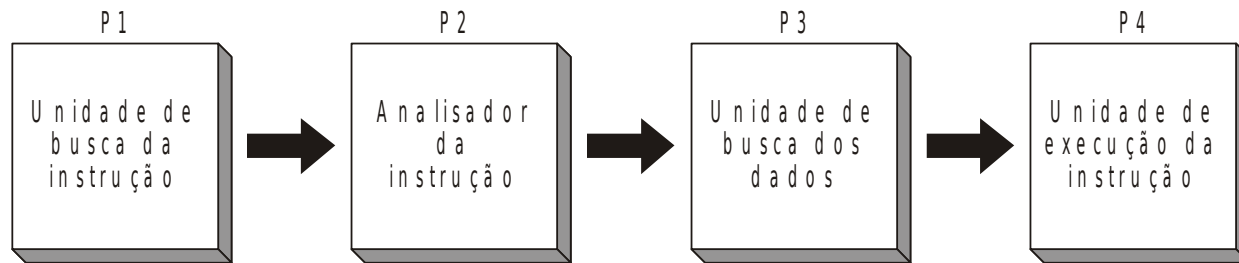
# 2 – Conceitos de Hardware e Software

## ▪ Barramento de Backplane



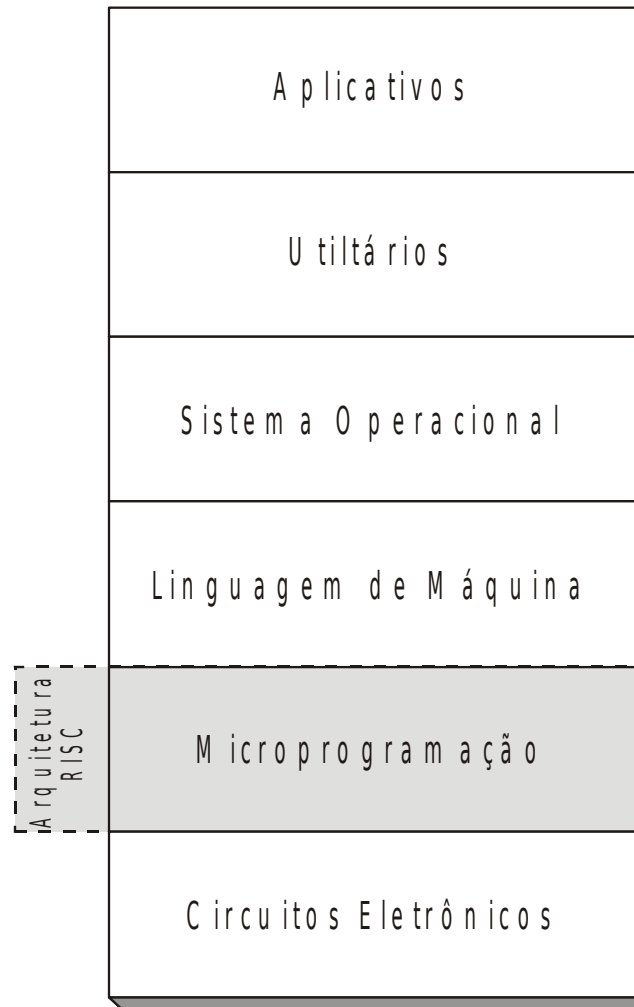
# 2 – Conceitos de Hardware e Software

## ▪ Arquitetura Pipeline com Quatro Estágios



# 2 – Conceitos de Hardware e Software

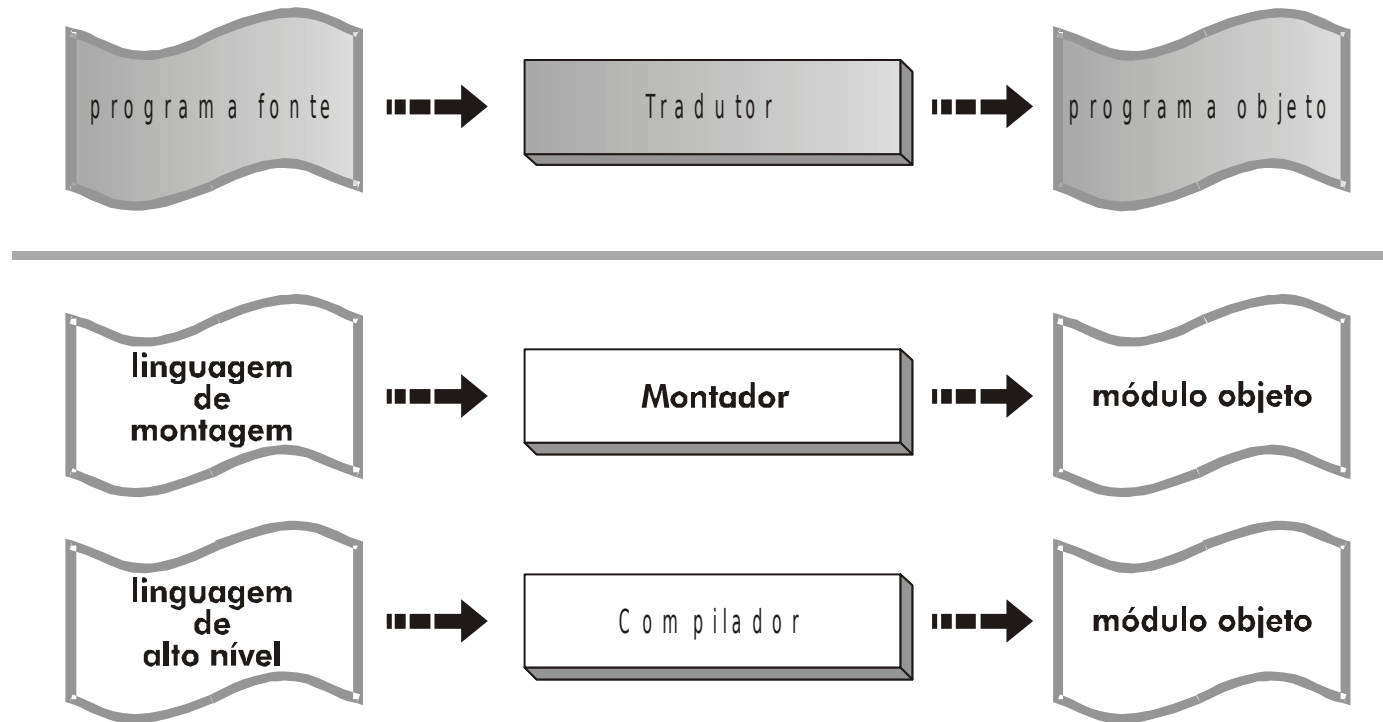
## ▪ Arquitetura RISC x Arquitetura CISC





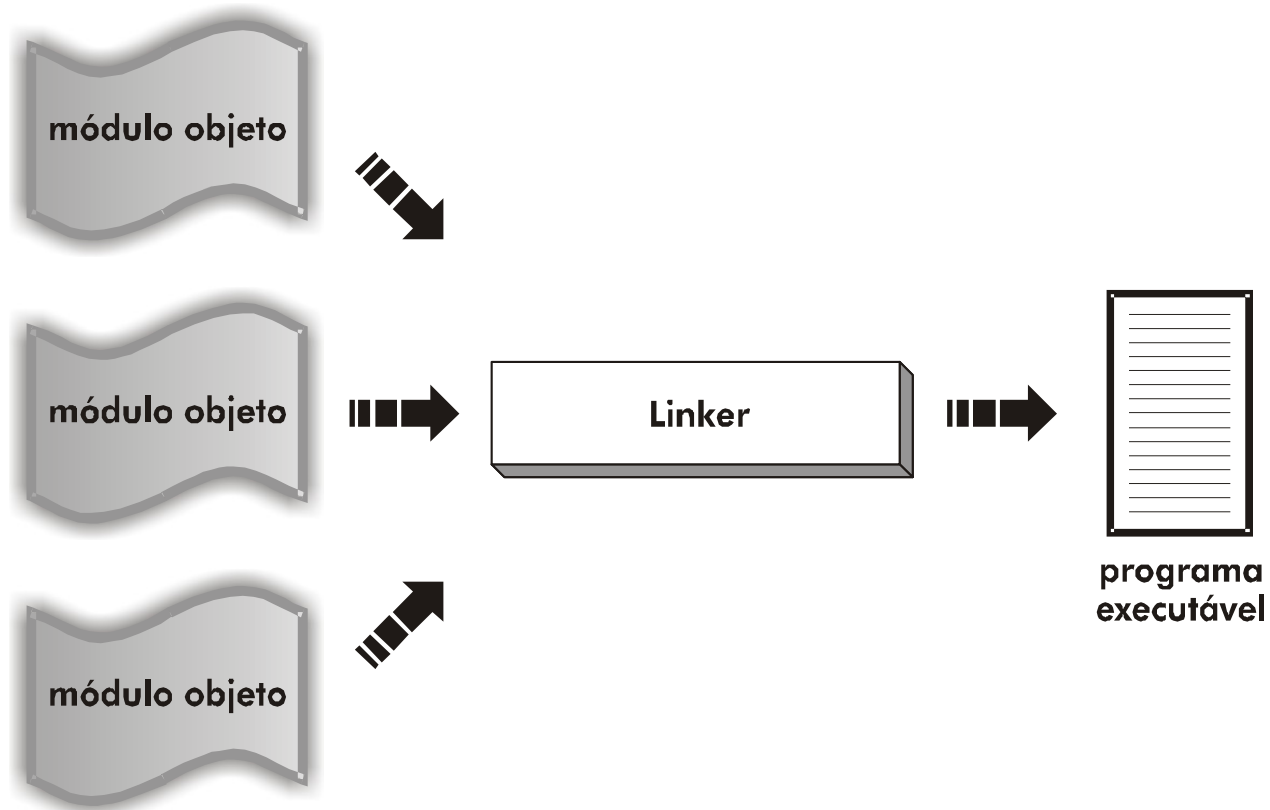
# 2 – Conceitos de Hardware e Software

## ▪ Tradutor



# 2 – Conceitos de Hardware e Software

## ▪ Linker



# 2 – Conceitos de Hardware e Software

## ▪ Ativação do Sistema

