

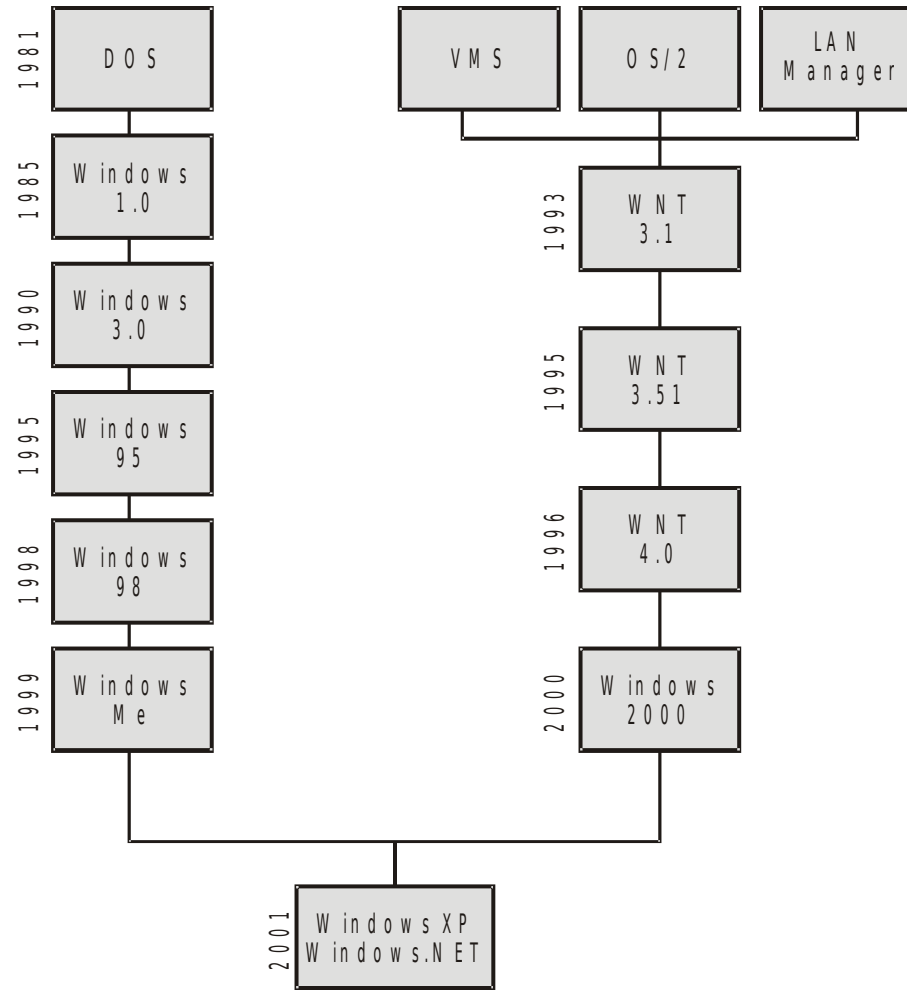
Arquitetura de Sistemas Operacionais

Francis Berenger Machado / Luiz Paulo Maia

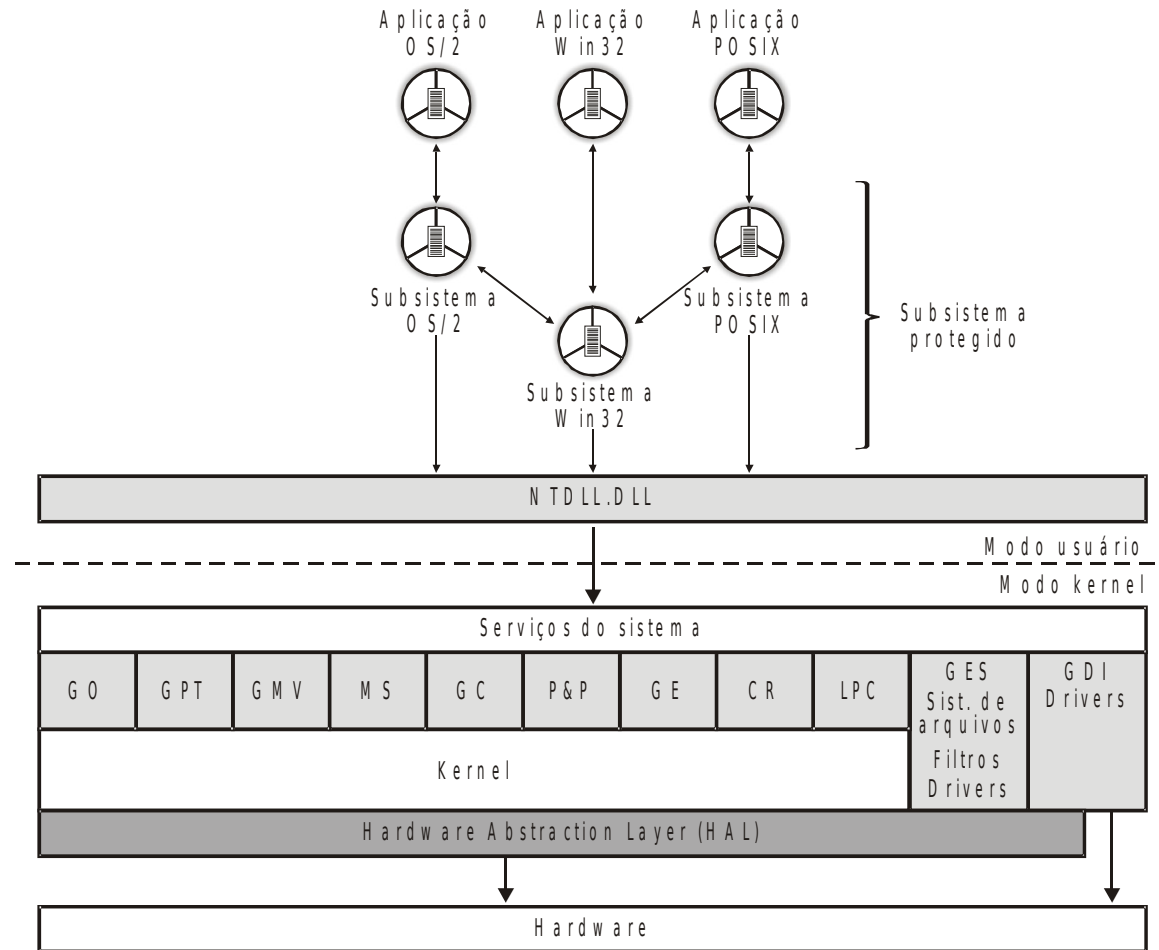
Capítulo 14

Windows 2000

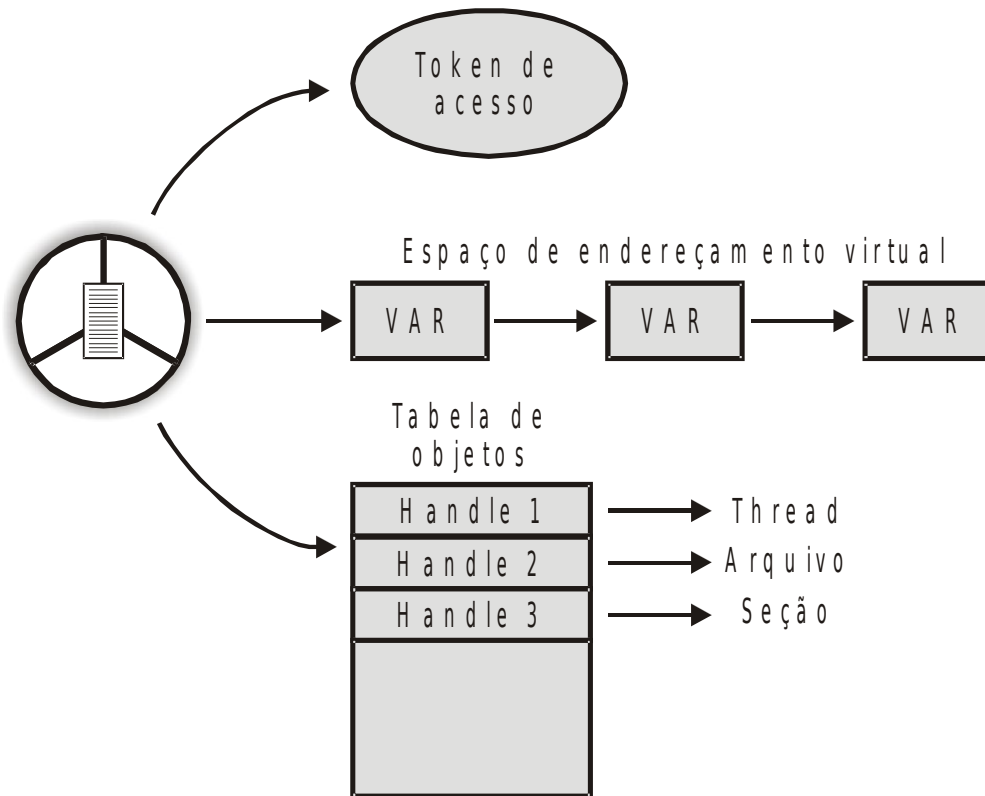
▪ Histórico



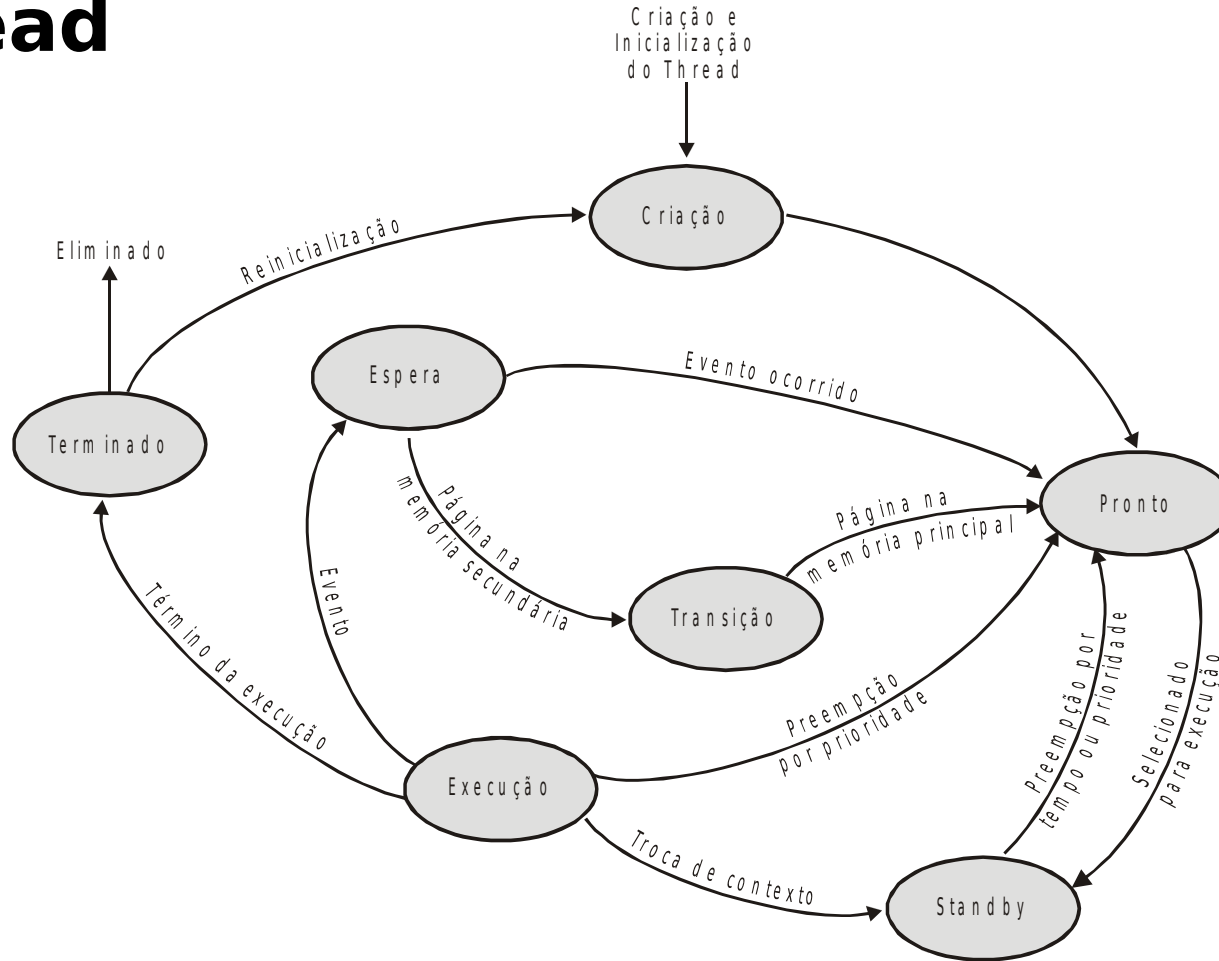
▪ Estrutura do Sistema



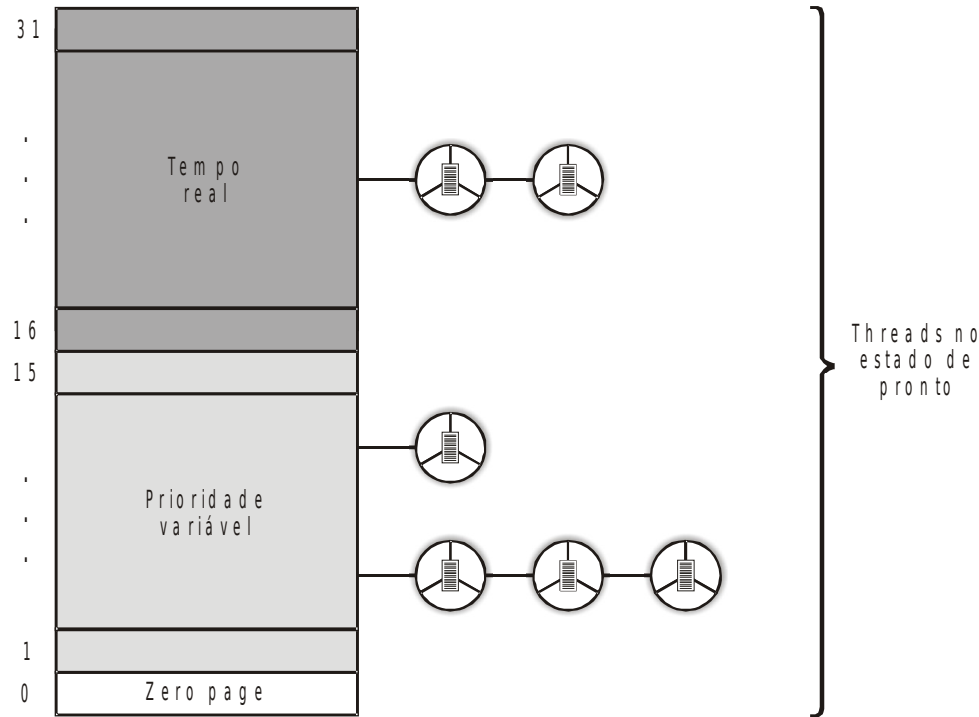
▪ Estrutura do Processo



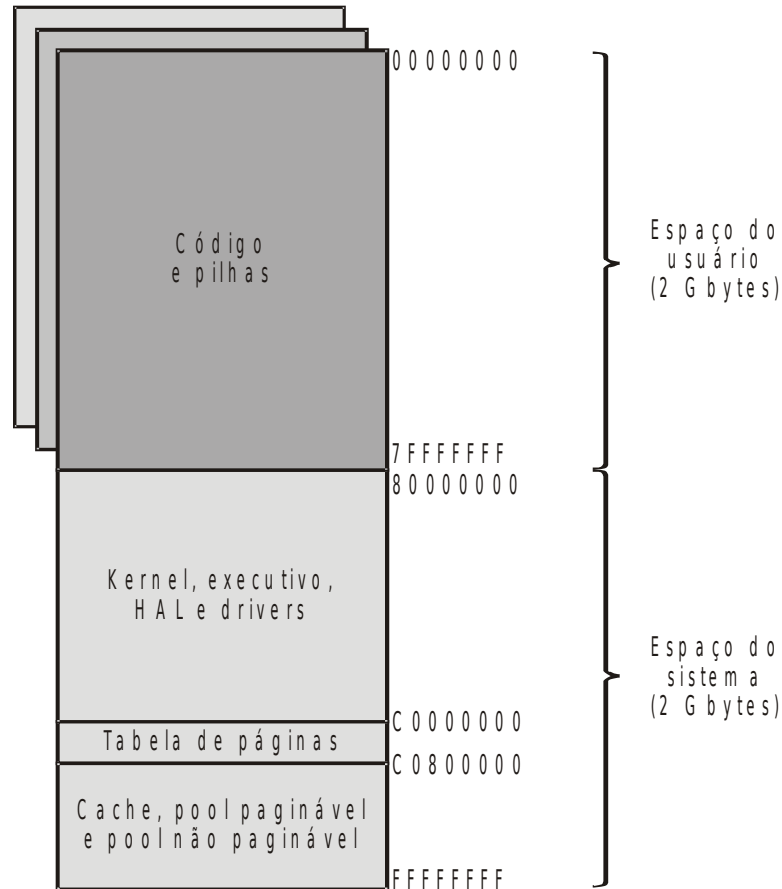
▪ Mudanças de Estado de um Thread



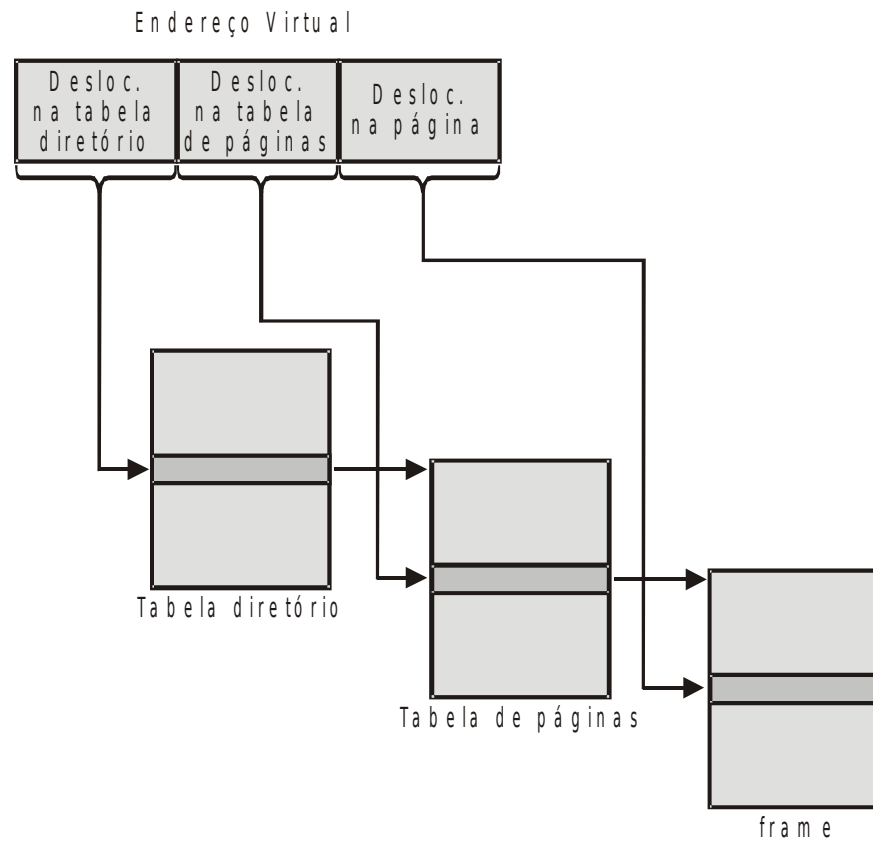
▪ Níveis de Prioridade



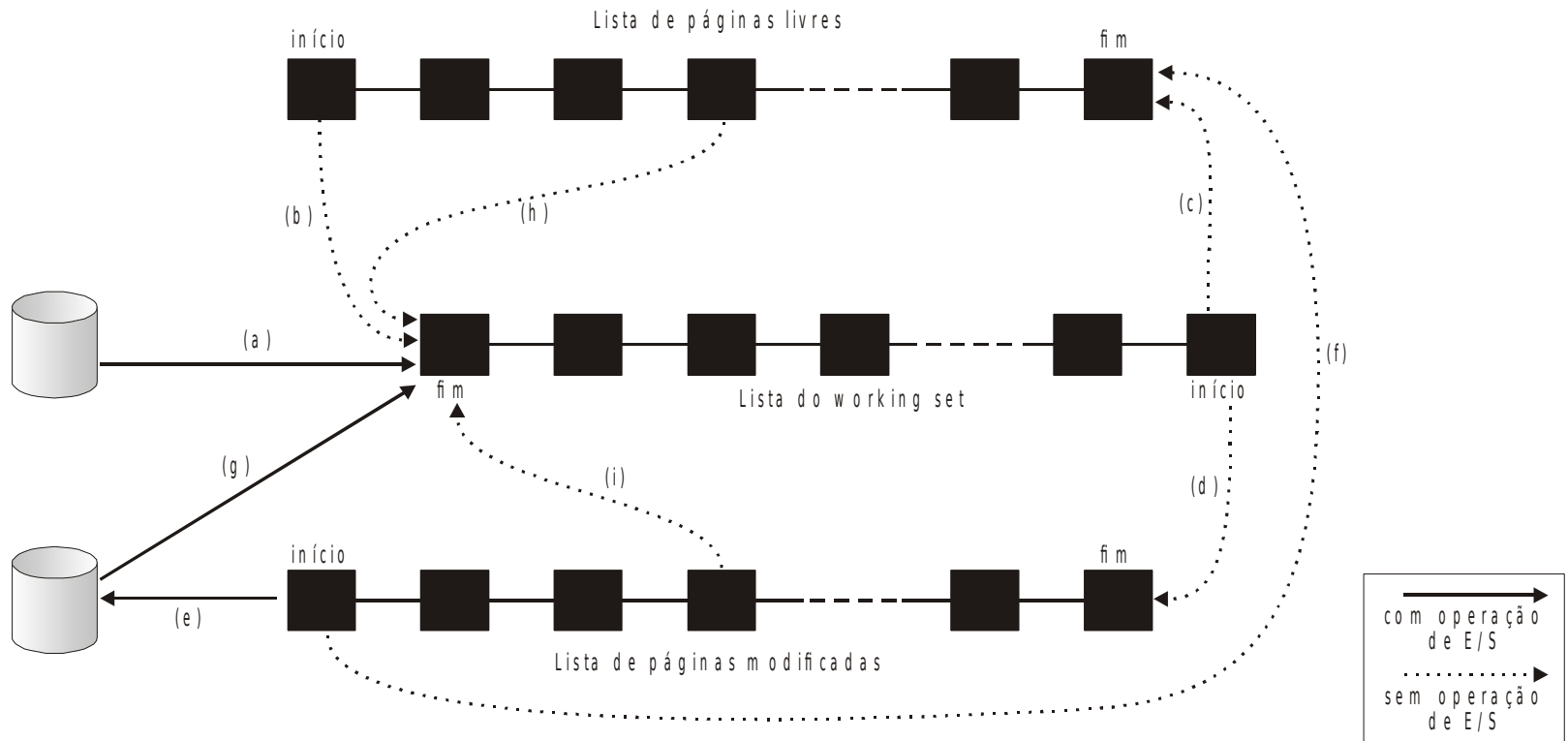
▪ Espaço de Endereçamento Virtual



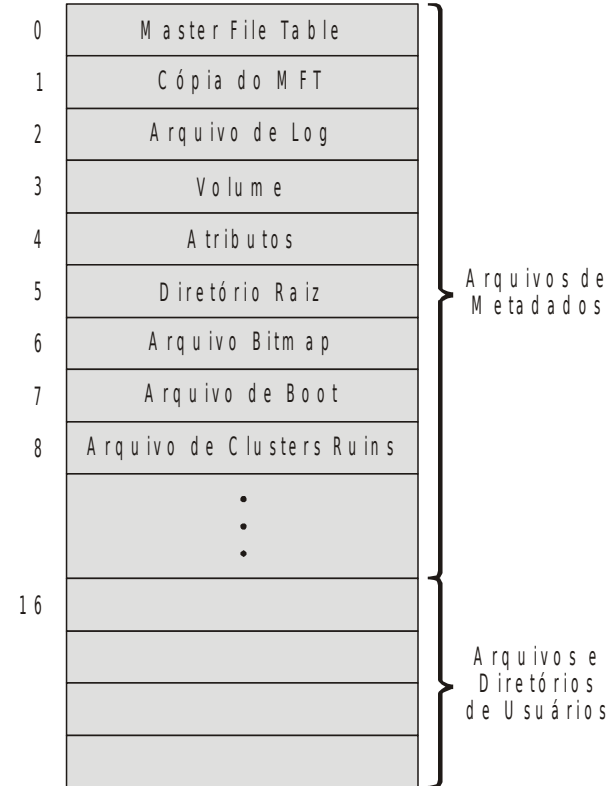
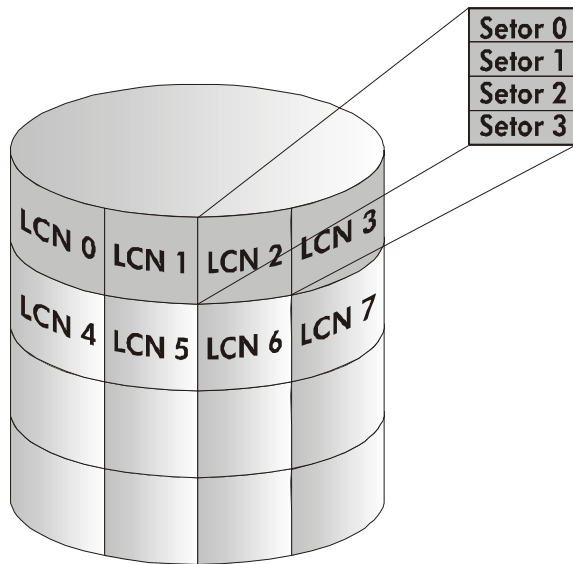
▪ Mapeamento



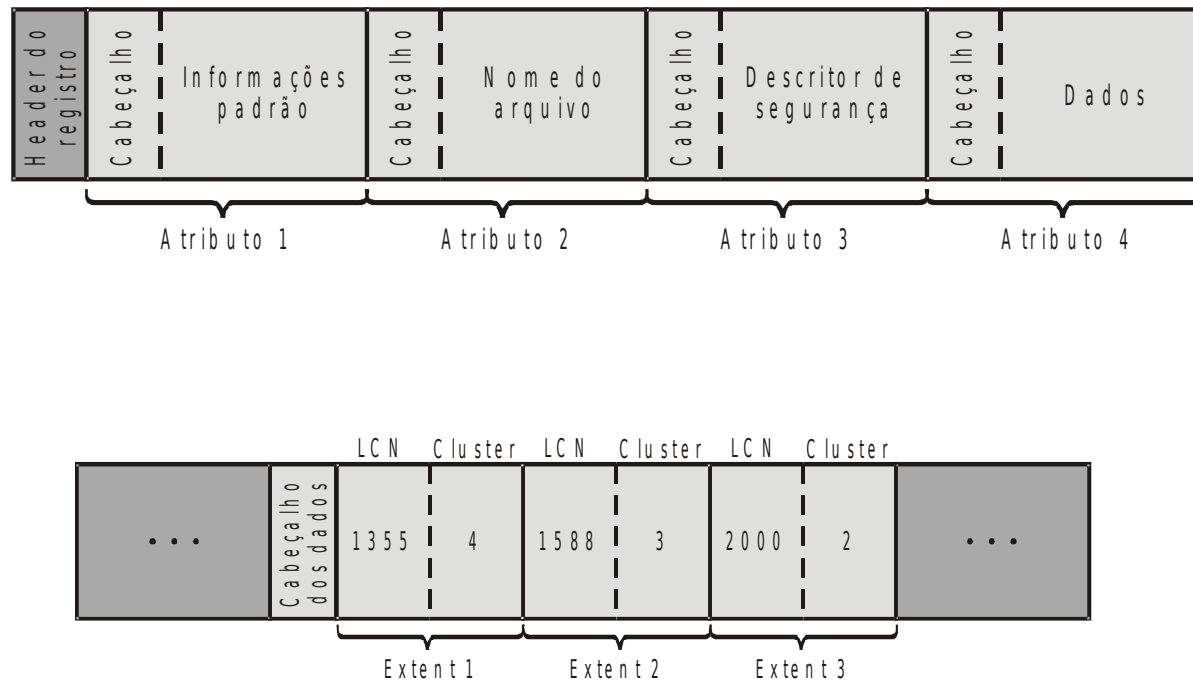
▪ Gerência de Memória



▪ Sistema de Arquivos



▪ Sistema de Arquivos



▪ Gerência de Entrada/Saída

