

# Windows 2000 Vs. Mac OS X

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Comparing Windows 2000 and Mac OS X on the following grounds:

- 1) **Architecture**
- 2) **Design Goals**
- 3) **Programming Interface/ User Interface**
- 4) **IPC**

# Architecture (Windows 2000):

- The Windows 2000 OS is divided into two sections: kernel mode and user mode.
- Executes on a variety of hardware platforms.
- Separates application-oriented software from operating system software
  - OS software includes the Executive, the microkernel, device drivers, and the hardware abstraction layer.
  - runs in kernel mode. (access to system data and hardware)
  - Application software runs in user mode and has limited access to user data.

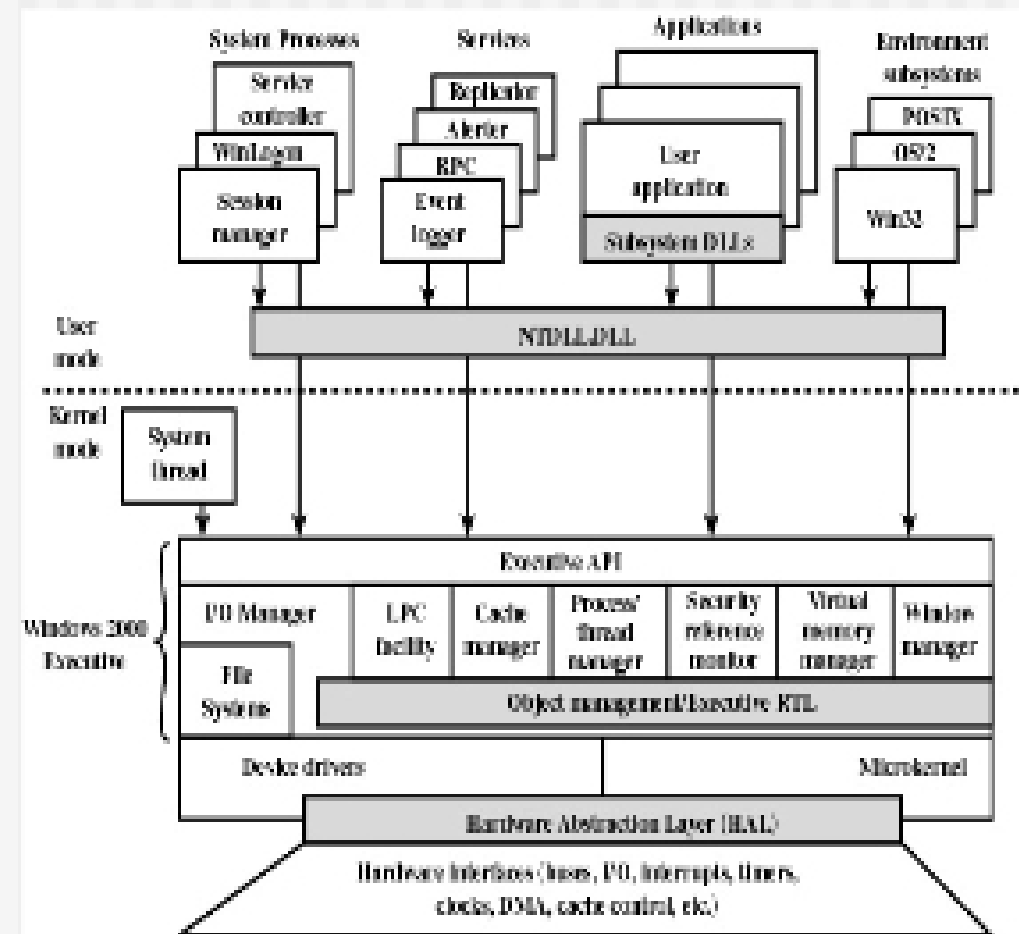


Figure 2.13 Windows 2000 Architecture

# Architecture of the Mac OS X

- Layered architecture divided into four distinct layers:
  - Application Environment
  - Application Services
  - Core Services
  - Kernel environment

