

INTRODUCTION

- OS/2 was initially designed to extend the capabilities of DOS by IBM and Microsoft Corporations.
- To create a single industry-standard operating system.
- Initially the OS/2 was developed from the MS-DOS and DOS 3.2 source code bases and did not include the Presentation Manager (PM) GUI. The later versions included the PM
- Designed to support radical changes in hardware, from older 8- or 16-bit microprocessors to new high-powered 32-bit processors.

REQUIREMENTS TO DEVELOP OS/2

- Break the 640KB physical memory barrier and support up to 16MB of physical memory
- Make use of Virtual Memory to extend the Physical Memory resource of a system
- To provide a protected Multitasking environment
- Provide an extendible, flexible system Application Program Interface (API)
- Provide a Graphical User Interface (GUI)
- Support DOS application binary compatibility to encourage migration from DOS to OS/2.

SYSTEM STRUCTURE

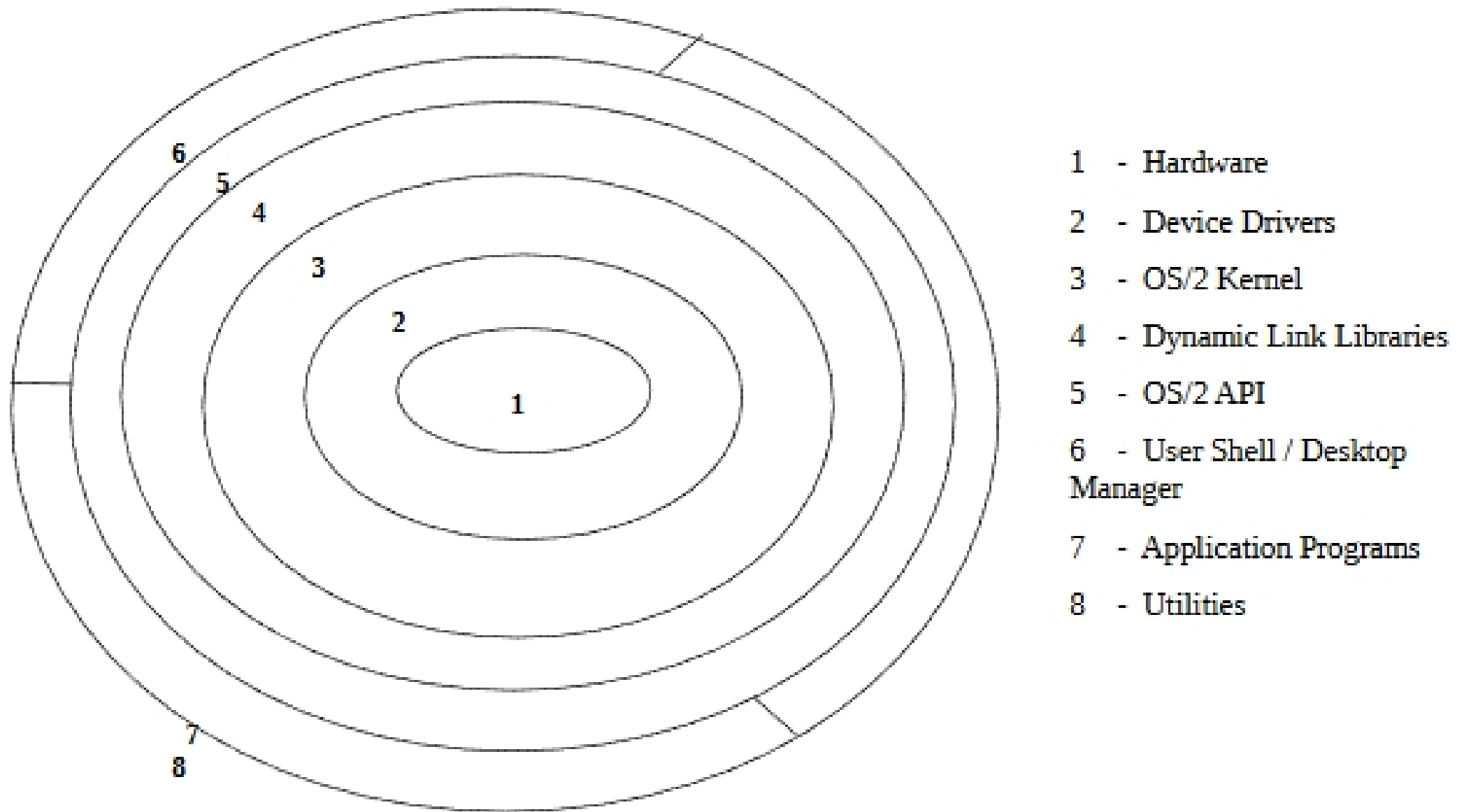


Figure 1