

## EXT2/3 specifics

### I/O Systems

I/O Hardware Structure (Memory mapped vs I/O instructions)

Polling and Interrupts

Masking interrupts

Direct Memory Access

Managing I/O

Block and character devices

Network devices

Synchronous/Asynchronous I/O

Buffers

Elevator and Scan algorithms

Spooling

Caching

Translating user requests into I/O operations

Character streams