

Deadlock

- prevention (4 conditions)
 - detection + recovery
 - ostrich algorithm (ignore it)
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- avoidance
 - safe/unsafe states
 - consider resource requests
 - determine if deadlock is possible if request is granted

Banker's algorithm - Dijkstra

Multithreading

- monitor
 - 2 synchronized data structures
List, Map
- semaphores

Security

security v. usefulness

"secure" computer

- no network
- physical locks
- backup data

IA Triad

Confidentiality

- authorized use only

Integrity

- modifications by authorized users

Availability

- access to resources

- "roles" for users
prevent phys. damage