Wireless Networks: A Distributed Operating System Approach

Sabreena Nawaz
Department of Computer Science
Lahore Garrison University

Rabia Aslam Khan
Department of Computer Science
Lahore Garrison University

Saman Abdi
Department of Computer Science
Lahore Garrison University

ABSTRACT
In this paper, the overview of the programming techniques to describe the past few works done on the wireless operating system. Then provide the new levels of the wireless operating system that can change the whole scenario of the wireless old techniques and it's also under construction that how to develop the new techniques and way how to describe the find the pathways of wireless system that is chipper or durable. The application on the wireless base system that is the commanding part of this entire network system.

Keywords
Distributed System, Operating System, Wireless Machines, Power Minimization

1. INTRODUCTION
Wireless operating system is a system that can describe as it's the collection of PAN, LAN, WAN, MAN in shortest way that it's the distribution between the small links, area to area or oversees links that are connected through a proper nodes or connection devices that create a gateway between the network and the devices that are imposed there to through signals as long as possible that devices are called sensor nodes. That creates a mesh in that area there the devices are allocated and this mesh topology typically contains gateway or something like that through data on internet and also help the user to get and retrieve data from internet.

On the other hand these nodes are connected at particular nodes where the network administers sets the frequency of the internet signals that is used as the bridge between one points to another point. For this purpose the hardware and the devices are much depending upon a particular base system. But the point is that need to earn money from this sort of particular network wireless base system so it have to manage the cost of this network as cheap as possible.

As per my observation being an analyst/student need cheap electricity and small batteries and hardware in case of data loss and as the power source that provide electricity in case of loads shedding. A common wireless base system need hardware that stores the data of users and the client nodes that is about in tetra bites. And the system base modular with RAM, FLASH. And it has low power segment with higher range of batteries. The internet is the invention and also the first use of the internet is done by the military so the military.

In past introduce key application for their use in battle-field for to defeat or to savvier in the war they use these sort of application for the purpose of war particularly after that NASA (National American Standard Agency use the internet for the research and the program that NASA send their Aries in the space or on the Moon and on the Mars and also some secret programs that they worked or some programs that still

working on. As the internet get common then people and Institutes also used the internet to get their goals or use for their own works in limited areas in America but now the internet is used in widely as if I'm not wrong internet is used in all over the world according to world report of department of Childs it's confessed that now internet is used by the age of (13-65) this is how now the internet is becomes a part in our lives propel are so passionate for that they use internet daily minimum 6 hours and maximum 15 hours so it's become a wide range of area for the users. And peoples are now doing giving almost 80% time into doing the degree of computer sciences, software engineering and in IT and there are multinational companies and software houses and a person who know how to develop a game, software or game etc they develop in their own skills according what they want in a software, Now there are several wireless system techniques are developed[1].
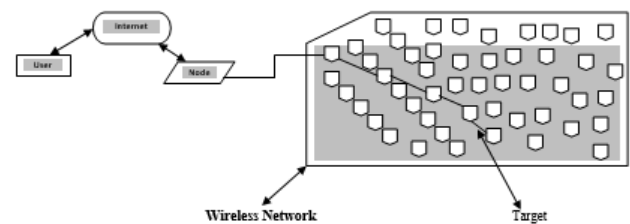

Figure 1. Wireless Nodes Connections

The widely used operating system is for the network handling is the micro operating system. Micro system is the component based system that the language used in this operating machine is C++. This operating system connects the different components of the networks which is make some difficulties for the new generation system that it can't read or sends the data its completely abstract and function based if a process takes the 1 minute for the process it faces the difficulty of hanging the process that in which runs on the system have no thread system which causes the complicity for the unknown user and several 3rd party extension runs and the process take too much time.

It supports the data but not in a way that the consistency of the data is accurate it's a big debate in networks that how to manage this consistency and the pathway that an internet or signals of any networks can never be lost and they gave a conventional environment to user a to use these signal after this invention other deplorers invent new machines despite of this and tried to control the blocking system but in this section the deadlock is created by the unconventional grouping of networks but these systems has their own thread that run the preemptive processes and execute the value of any process that have low priority finally all the application runs on this

devices and user enjoy that sort of networks due to the consistency of the network signals and the power of signals are too good for a user that make a complete networks that call a wireless network.

2. WIRELESS SYSTEM PRGRAMMING

The wireless system because the new program in the network (which is the old cable system) that is the emerging sight of the new era so that make difficulties in early days for the software programmer that how to develop those software that support the applications of the wireless system. But as the time passed away the programmers develop their skills and built the software's that supports the application and also implement the techniques virtually as well now days. So there are the three most discussed topics in networks.

- Computer applications,
- System distribution,
- Wireless strong network.

2.1 Uni node wireless operating system machines

The 1st wireless operating system applications is developed as the uniary base system that are used as the uni written means one way operating system with no restriction of data or internet protocol. In experiment   this node early on is successful for the limited hardware system that is like home users who just have to send data and get data. But it was not impartially good for the programmer's energy and wait small OS machines in no time became popular so some developed for the just wireless system machine to handle the software's that are runs on the machines and some are designed for generic base systems that handles the copy right security and also the system security that other are not watching through there firewall and theft there data. If I can talk about the systems that used in this era they are the more complex like Linux, windows, kali Linux, Unix etc compare them to the past machine that are called the uni node systems. But the common thing is that these new machines and the uni node old machines are performed the same work but these machine are slow and the new machines are fast and handles big hardware and processor and facilitate the user within few minutes or in seconds.

2.2 Virtual operating system wireless machine

The applications of the virtual operating system is the durable operating system because these system are the purely based on the programming such as the .net and java script these machines have runtime long lasting effects on the server machine and the client desktop it provide the high level of performance and the independent stage for the server and the consumers. This techniques is used in several few years back in uni code systems to avoided the duplication and in reprogram ability but after that new programmers comes into field with new idea they found a way to get complete rid from this problem they developed a way to customize the code and the license for the user and updating date after a fixed date that help the programmer to know what the problems and write the new code in the segment if it need some change or development in the sections or entire application.

For this purpose they considered that the virtual operating system is the best option for them. Because they want that they need to work on the language that are common and

complex so they develop a technique that are the uni code technique in which two programmers write into a files in different time according to their work and knowledge

So they develop a virtual application in which they write a unique code that easily moveable and the develop a link of this unique code so they can easily move this code into different files after changing little bit in the code

After this some problems are also develop in this unique code method and they recruit the new programmer/philosophers for to solve the problem they gave the idea to develop the stack base virtual operating system that store the code in other segment that are not patch up with each other and don't create a mesh in the unique code of sections they develop a application inside a software that controls the relativity and the accuracy of data and the segment of the code to handle the specific class of applications as well this time they entered just unique code not the path cup of some codes to designed the macro program this is the best way to tell a node to connect where and at what frequency it have to send the packet of signals[2]

So it tells that nodes know the instruction it means that the programmers tells the node through a section of code that control the data redundancy

But in the hill sort of area this create a abstraction it means if have to communicate from one hill to another hill. Here it need to tell the node that where to send the data so that it gave the Ip address to the node but in hills there are concurrent sort of walls that are the abstractions between the one node from another node.

2.3 Group level operating system wireless machines

This section of group level operating system machine discusses about now the WAN area communication now the thing is divided up into a whole group of peoples that there is no limit in this group now the actual test is here that what techniques can use here to avoid the

I. Duplication
II. Faults
III. Errors in software
IV. Internet access
V. Communication failure
VI. Data loss

Because now are not only talk about the a signal user or two user it's about a group of community a group of countries every persons have his/her issues with network and in wireless based system everything is very critical so that is the time the programmer have to face all the serious difficulties. The solution is that they develop the concept of algorithms this method helps the programmer to manage all the data of users through the algorithms because the main thing for a programmer is the programming and these nodes is all about the programming as I early mentioned above because this is the wireless based system and are meshing with a group of community not only a signal node and overall this programming technique is flexible for the network and for the users[3].

2.4 Network level operating system wireless machine

Here comes the main network that is the point where the entire network operating system machine is handled because

network is the only thing that connects the entire circle there are two main things that needs to be discussed.

a) Database

b) Big Programming

First the point is about database that relate the term database with the term of networks because network without database is un useful thing as per my observation being a student I just saw that networks is all about the name of peoples interaction and database is the name of collection of data of the propels and networks + database is the combination of networks completion it complete the relationship between server and the client relation so a data base can handle the data of a node or other nodes that are formed as a group of nodes using the queries that are the programming of the database administrator and all the data is handle by the database administrator and managed also that create the sufficient way of data inconsistency Now some talk about the big programming so the question is arrives that what is the big programming?

Big programming is term used in programming that is the big piece of code that is taken by a node. This approached has several advantages:

o Resources sharing

o Reliability

o Scalability

o Authorization

o View

o RAID(Redundant Array of Independent Disk)

o Encryption

o Programming facilitation

2.5 Hybrid operating system wireless machine

The hybrid operating system is a system of wireless machine system that gave the facilities to the users to control the networks on their own self they can make change in the networks like security WPA1/WPA2, name change of the device and other something like function change by the user but a user can never hacks the or cheat with the operating system because the network administrator never allow to check the entire system.[4]

2.6 Distributed operating system wireless machine

A distributed operating system wireless machine is the machines that check or analyze the individual machine/client and collect the data of all client/machines on server that appears as the concept level in the computer hierarchy. Actually the main thing in this section is that the user have no awareness that where from the internet is coming.

But the user just has the knowledge about login and use internet and log out there account from this system of networks and when a user login his/her account into the system then the system know what piece of code has to run on what sort of action that a user wants[5].
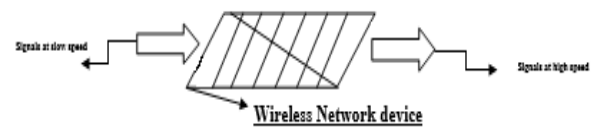

Figure 2. Distributed Wireless Network

2.7 JAVA operating system wireless machine

Java operating system wireless machines is the machine that is java base machine that is unorthodox situation for a programmer that how to develop this machines which is based in java. But these machines are most successful machines because it reduces the reputation of high memory usage that's why most of machines are implemented into java and it also fulfill requirement that basically need a machine[6].

There are several techniques that can be used as to develop the java base machines;

• Most of the machine discarded the standard libraries because most of the machine comes from standard libraries most of the machines have unnecessary parts to use the new technologies on it

• Reduce the maximum size for the bit code that used in hardware settlement so our research is always the main streaming news that how to solve the optimization for embedded system to run this so for that the techniques that implement the concise code and manage the hardware and avoided reputation in code of java[2].

3. CHALLENGES

Currently old machines are in use and are needed to shift on new machines while shifting it may face a lot of challenges as the tasks is becoming challenging to make sure the

• Hardware Rules and Regulations

• Power rules and regulations

• The resources that use in structure to develop the whole system\

4. POWER MINIMIZATION OF OPERATING SYSTEM WIRELESS MACHINES

In the era of technology every machine now is runs on electricity so the big tasks is how to minimize the cost of electricity/power because while creating a distributed operating system wireless machine and this machine is interact with hardware and the other parts that runs on power. It will convert the old network into the wireless distributed network so if all application are converted in wireless on the solar system that can run not all but a part of the wireless hardware that is much minimization[7].
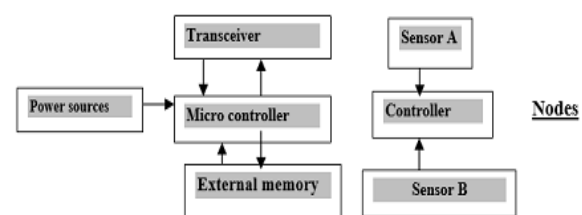

Figure 3. Power Minimization

5. APPLICATION PARTITIONING OF OPERATING SYSTEM WIRELESS MACHINES

The virtual machine system are used to solve the critical problems into simple answers that every one even an illiterate person also knows that what to do in it and this application subdivided into two layers

- Logical
- physical

The concept of recursion relation in which a process can be divided into sub modules then solve the sub problems after this patch up the answer and the combining thing is the relation that a user wants and the main topic partitioning that is the distributed part share the data to the individual users[8],[9].

6. IMPLEMENTATION PROGRESS FOR THE NETWORK

The system is still in under construction of the development for the conceptual level external level and into the internal level and the java operating system wireless machine is the advancement into this section of system as the c-language that can add up to in and try to execute the code before java implementation so the Linux that runs only simple code and function because this process is under construction[10].

7. PROPOSED SOLUTION

In my opinion the wireless operating system machines are the key that are help full for us and the next generations that they have the opportunity to work on the high tech machines and advance level of networks and also they can gave the contribution whatever they think they have to put in this section of segment. The concept can get from this operating system machine development is to built the systems that make the signals as high about altitude, voyage , strength of signals as strong as possible that can catch them from one place to another place at the same speed that are produces by the at the start where from the signals are generated the first wireless operating system applications is developed as the unary base system that are used as the uni written means one way operating system with no restriction of data or internet protocol. In experiment   this node early on is successful for the limited hardware system that is like home users who just have to send data and get data. But it was not impartially good for the programmer's energy and wait small OS machines in no time became popular so some developed for the just wireless system machine to handle the software's that are runs on the machines and some are designed for generic base systems that handles the copy right security and also the system security. Now the WAN area communication now the thing is divided up into a whole group of peoples that there is no limit in this group now the actual test is here that what techniques can use here to avoid the Because now are not only talk about the a signal user or two user it's about a group of community a group of countries every persons have his/her issues with network and in wireless based system everything is very critical so that is the time the programmer have to face all the serious difficulties The applications of the virtual operating system is the durable operating system because these system are the purely based on the programming such as

the .net and java script these machines have runtime long lasting effects on the server machine and the client desktop it provide the high level of performance and the independent stage for the server and the consumers. This techniques is used in several few years back in uni code systems to avoided the duplication and in reprogram ability but after that new programmers comes into field with new idea they found a way to get complete rid from this problem they developed a way to customize the code and the license for the user and updating date after a fixed date that help the programmer to know what the problems and write the new code in the segment if it need some change or development in the sections or entire application The hybrid operating system is a system of wireless machine system that gave the facilities to the users to control the networks on their own self they can make change in the networks like security WPA1/WPA2, name change of the device and other something like function change by the user but a user can never hacks the or cheat with the operating system because the network administrator never allow to check the entire system.

8. FUTURE WORK

Because of the trend ending potential in this field of networks and specially in wireless networks forces the new generation to work on it and develop new application and techniques that reduce the sentimental procedures and allow a illiterate person to tell that what is networks and develop it. Actually it's an emerging side of the networks and different companies are still working on it to consume the deploy cost and how to designee it on embedded system.

9. CONCLUSION

This paper describe the warless network system machines and as well describes the hybrid wireless system machine that how to implement and how it runs and the java programming that is under construction by the programmers and the techniques as well for the wireless operating system machines.

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