



RV Educational institutions

RV Institute of Technology and Management

Bangalore – 560076

Department of Information Science Engineering

Event Name	2 Day workshop on Zero To Sudo :: OS Unlocked
Theme	Various OS and building gamification using algorithms
Date	10 th – 11 th Dec 2025 (2 Days)
Venue	MCA Seminar Hall, 6 th floor, RVITM.

Objective of the Program:

This Workshop aims to demonstrate real-time OS behavior by providing hands-on experience, foster Collaboration and Teamwork. It also helps students to improve understanding of resource management and to bridge the gap between theory and application.

Topics Covered:

- Introduction to Operating Systems
- Linux and its flavour of Operating systems
- Creating website for gamification using algorithms
- Concepts of Semaphore and mutex in real time
- Interview questions on Operating system subject

Resource Person:

Mr. Vijaykumar Gowda K K
CEO, ClassVerse
Bengaluru.

Day 1: 10th December 2025

The workshop was inaugurated by the Resource Person along with the Head of the Department, ISE. The Master of Ceremonies for the session was Mr. Yogesh, a 3rd-semester student, who efficiently coordinated the proceedings.

During the session, the Resource Person explained the fundamental concepts of Operating Systems and introduced the students to **Kali Linux**. A hands-on demonstration was provided on installing and using Linux operating systems on mobile devices. Students actively participated in the installation process, and many successfully installed Kali Linux on their smartphones.

In the latter part of the session, students were guided to execute basic commands on the installed operating system. They were also introduced to various **CPU scheduling algorithms** and their real-time applications.

The day concluded with students being divided into groups for discussions, and project topics were assigned for further exploration.

Day 2: 11th December 2025

The second day commenced with a session on **website development using a low-code platform (Lovable)**. Students were instructed to design and develop their own portfolio websites and deploy them, with an emphasis on using these portfolios for future placement opportunities.

The Resource Person demonstrated game development using low-code tools by integrating concepts such as **CPU scheduling algorithms, page replacement algorithms, and disk scheduling algorithms**. Additionally, the concepts and practical applications of **semaphores and murexes** were explained in detail.

Students were encouraged to incorporate these operating system concepts into their websites and participated in discussions on commonly asked **interview-oriented questions** related to operating systems.

Conclusion

The two-day workshop was successfully completed with active participation from the students. They were instructed to demonstrate their developed websites and upload the corresponding project links to **GitHub**.

The vote of thanks was delivered by Miss Naviya, a 3rd-semester student, who expressed gratitude to the Resource Person, RSST Trust, Dean, Head of the Department, and the Management for providing the opportunity to organize and conduct the workshop.





Coordinators Signature

HOD's Signature