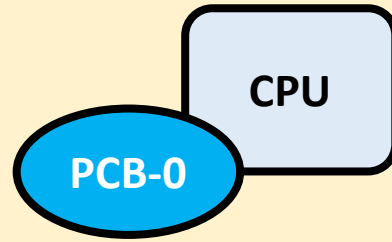
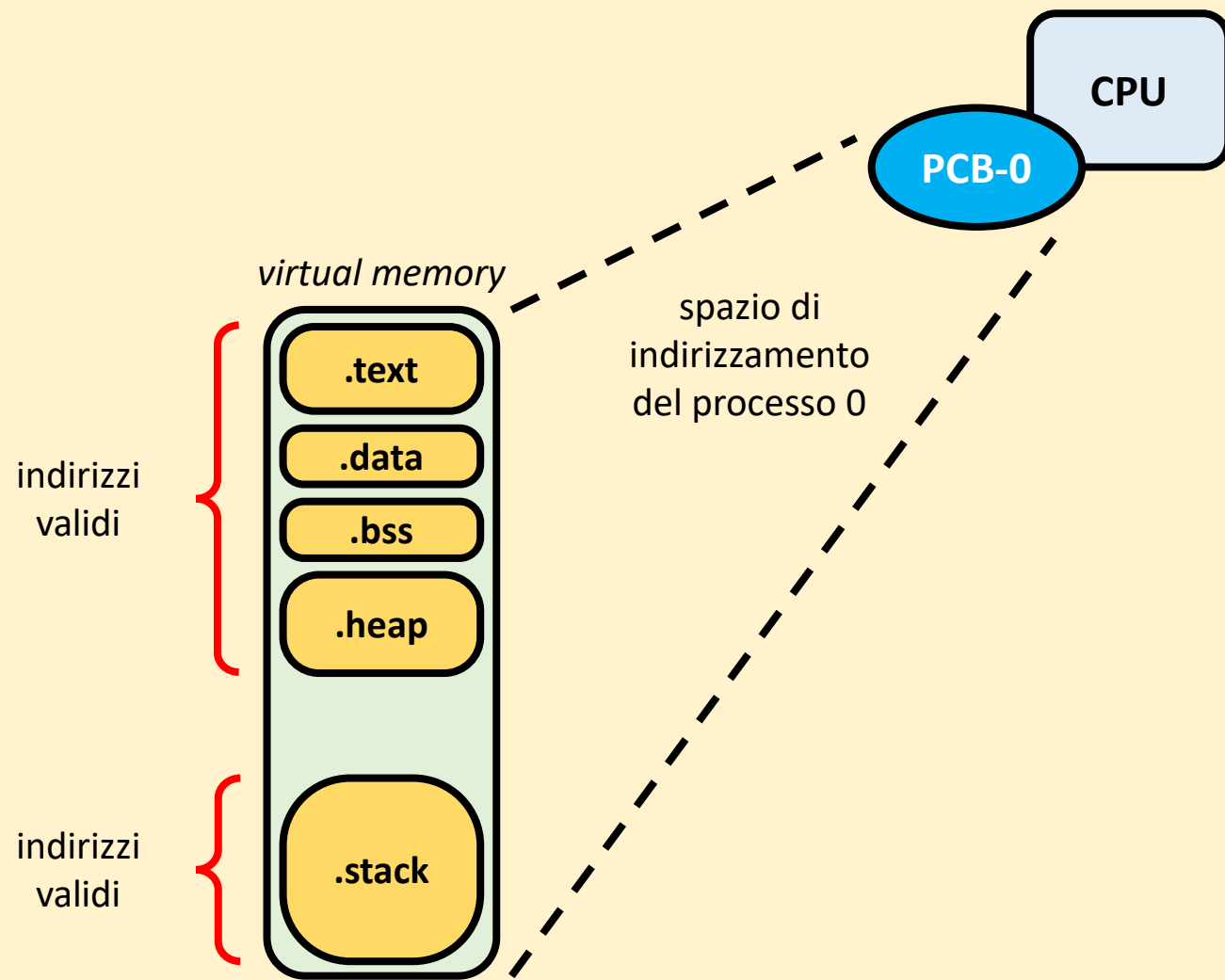
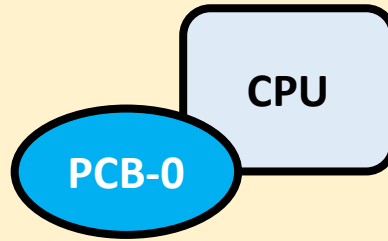
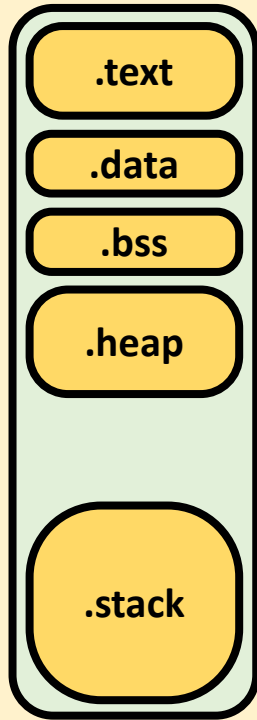


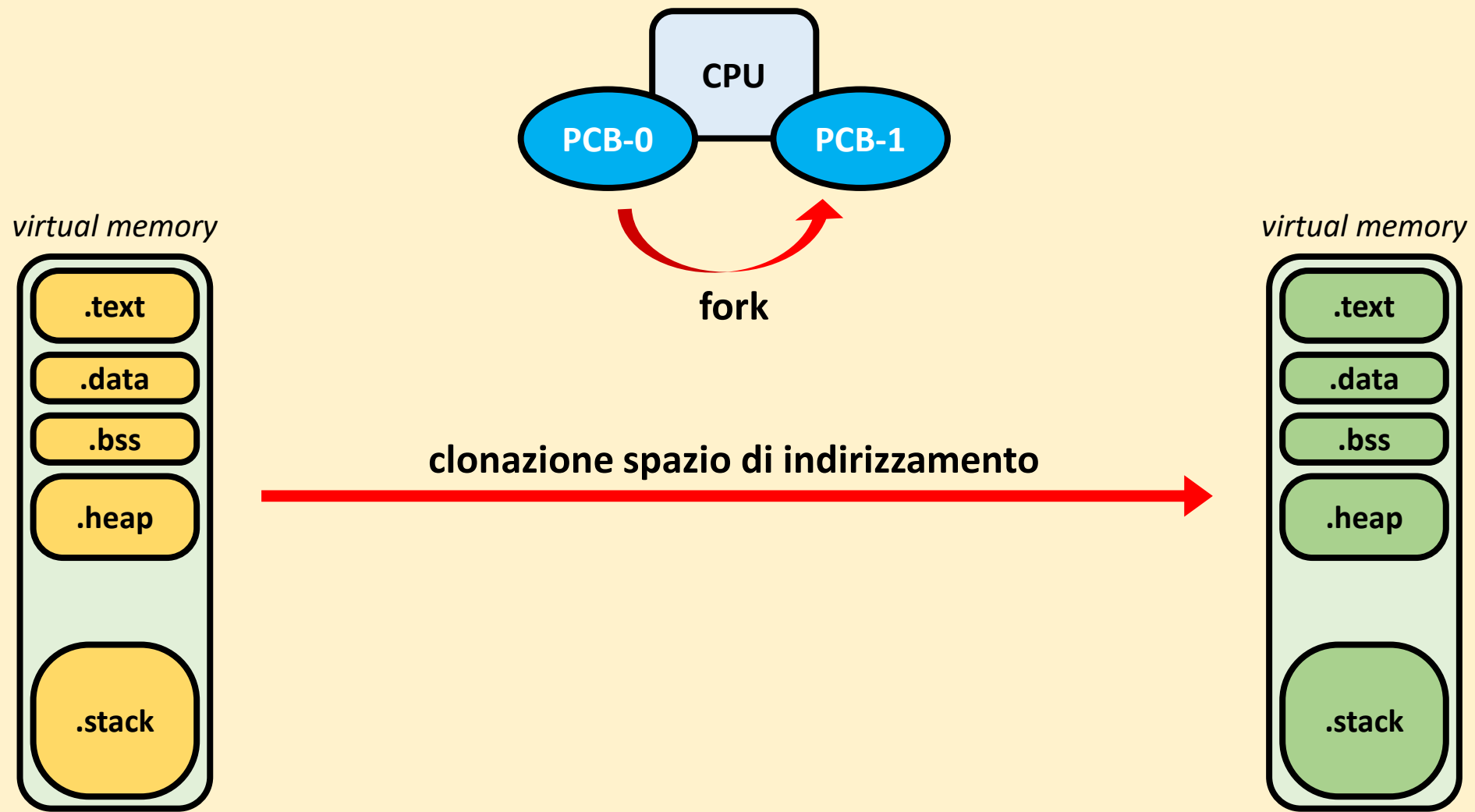
# **Fork di Processi e clonazione dello Spazio di Indirizzamento**

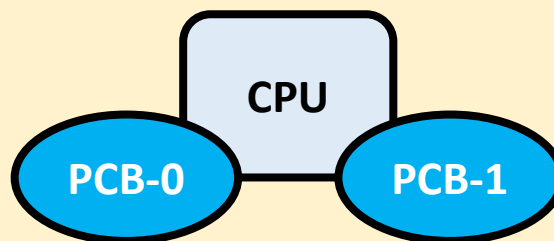




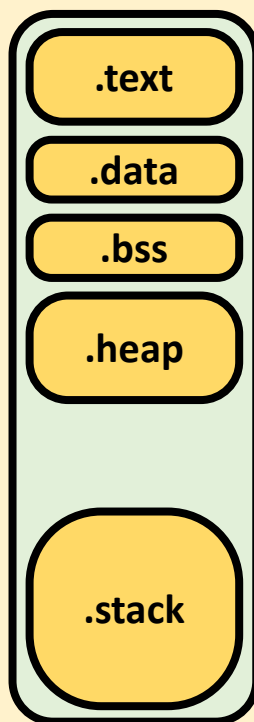
*virtual memory*



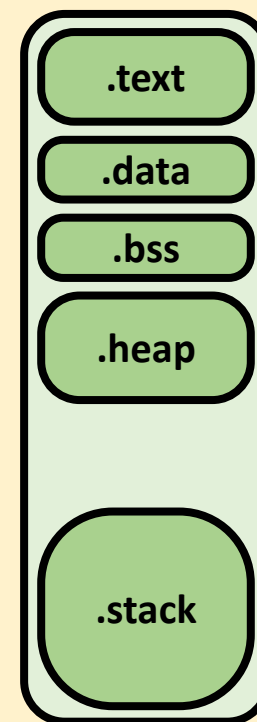


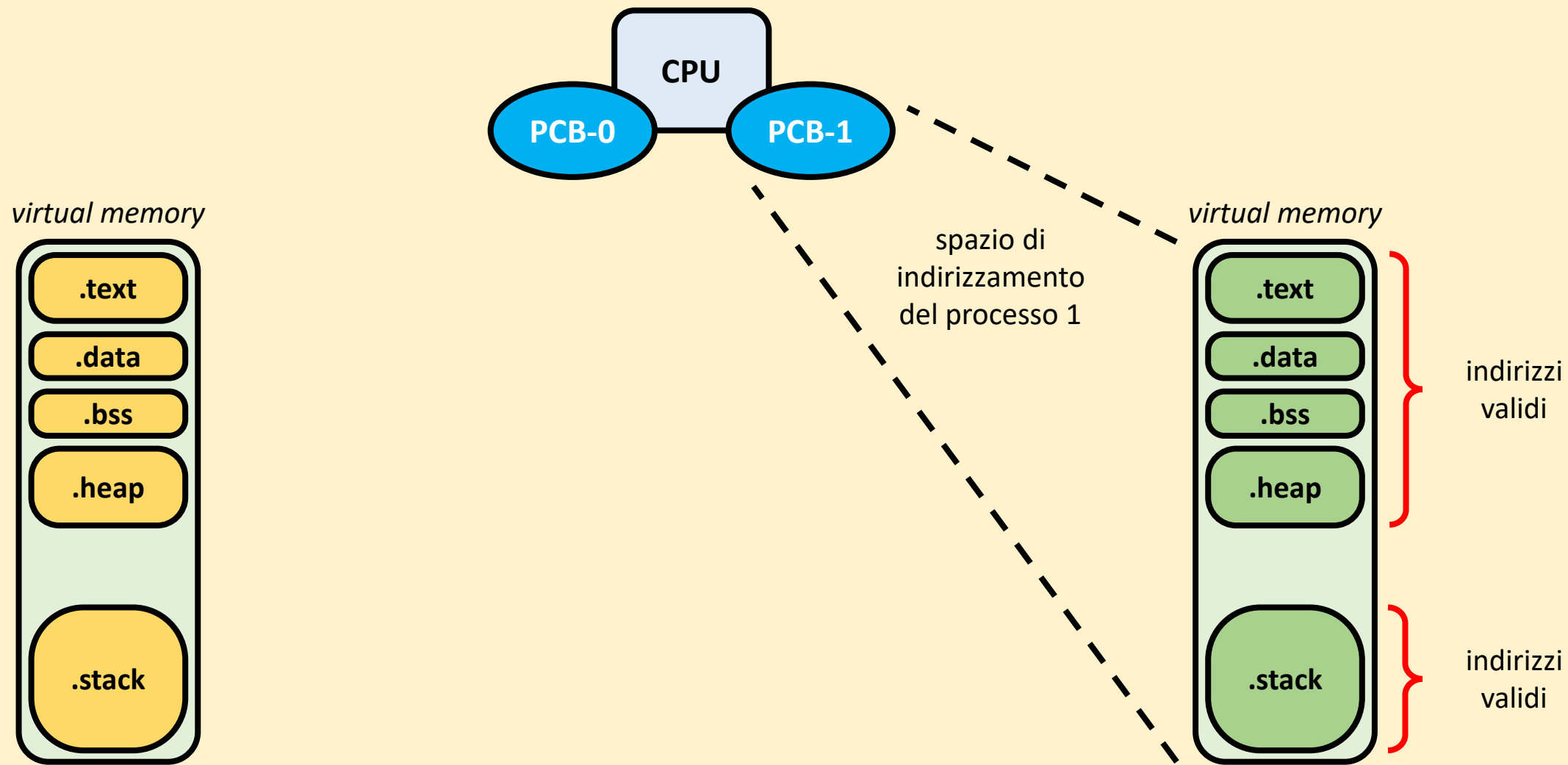


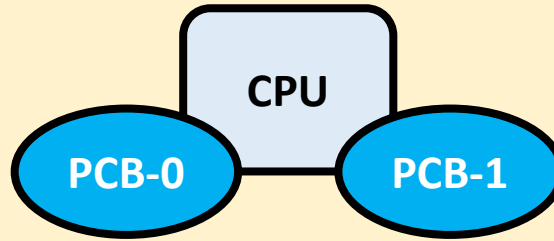
*virtual memory*



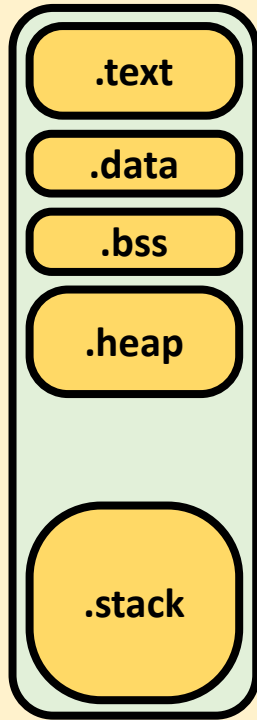
*virtual memory*



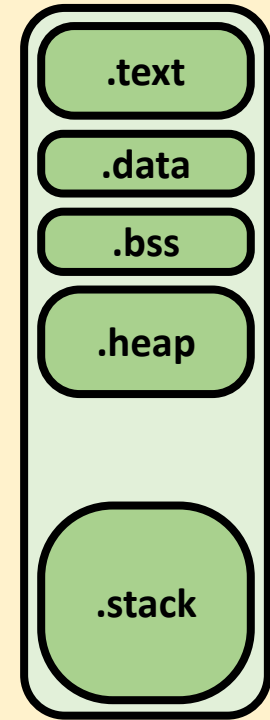




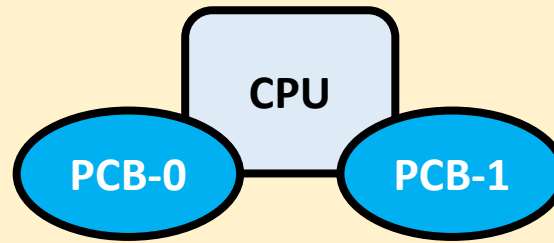
*virtual memory*



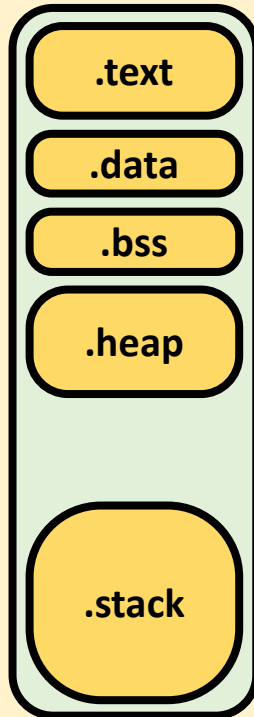
*virtual memory*



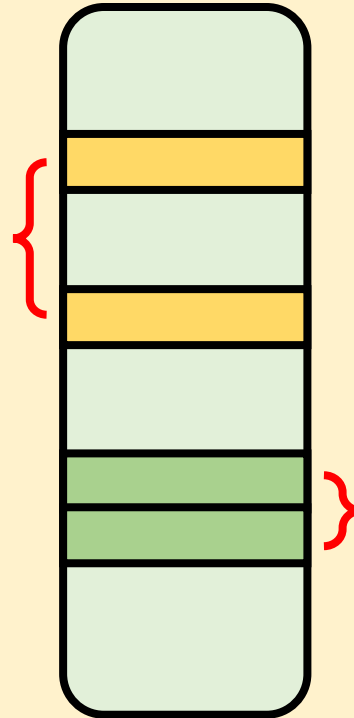




*virtual memory*



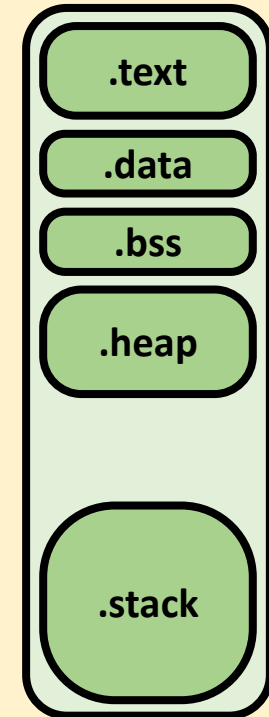
*resident-set*  
del processo 0

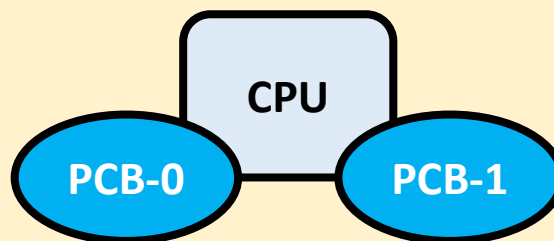


*physical memory*

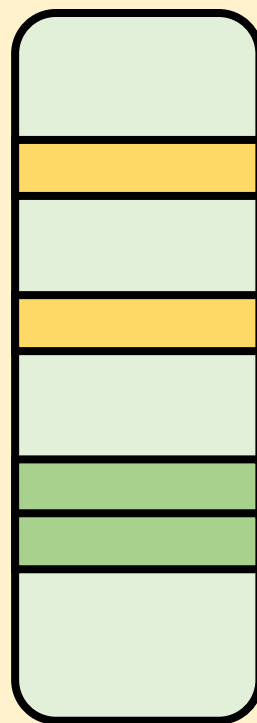
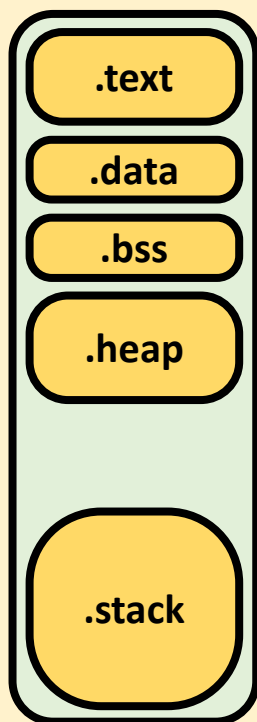
*resident-set*  
del processo 1

*virtual memory*



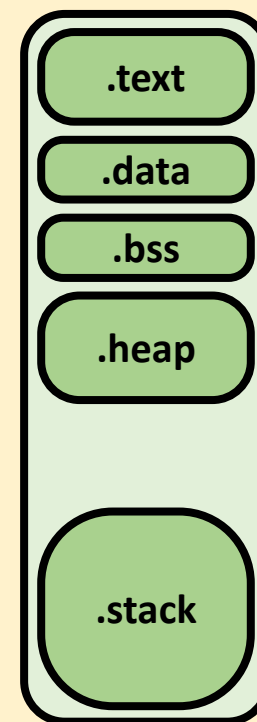


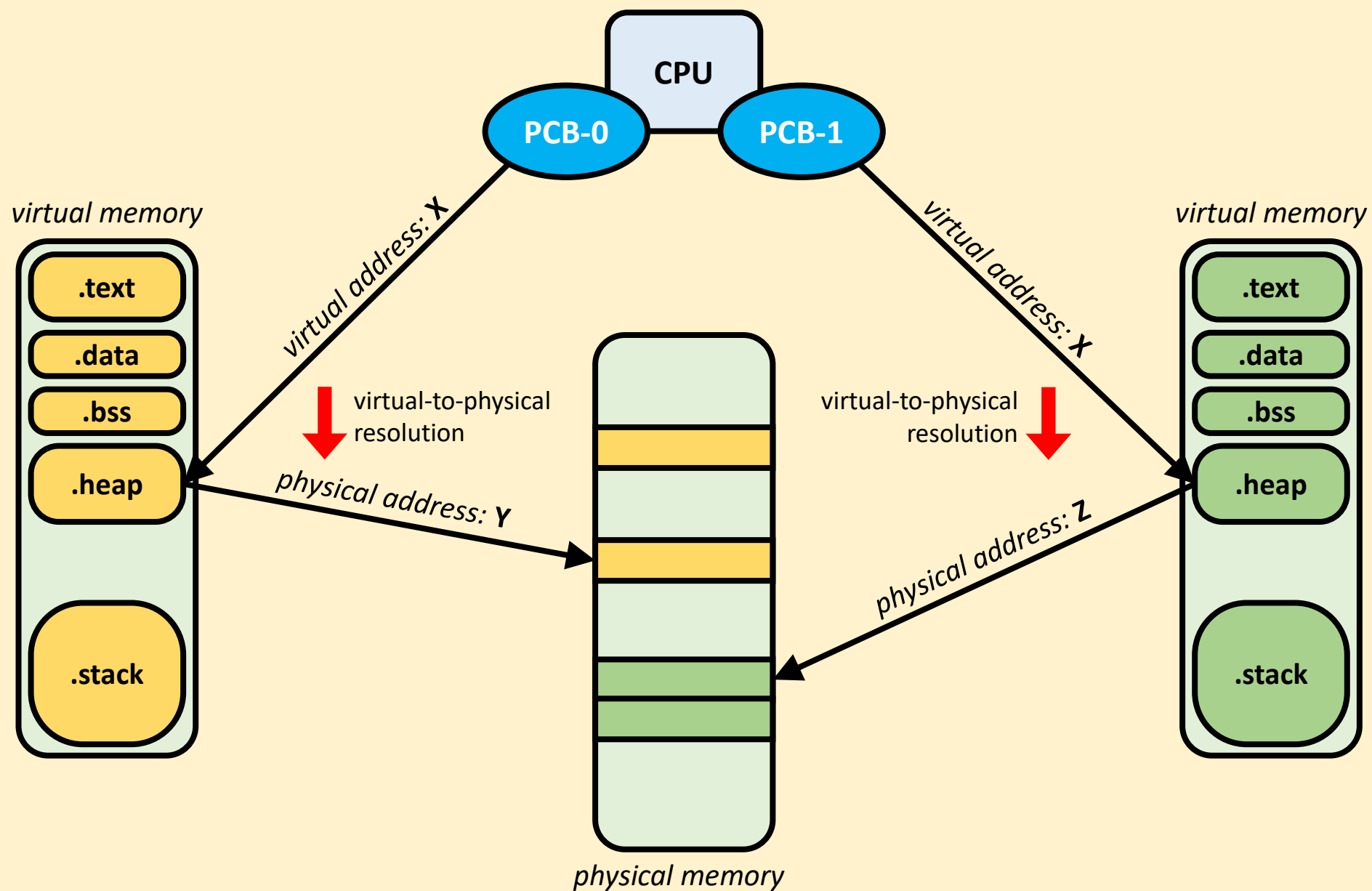
*virtual memory*

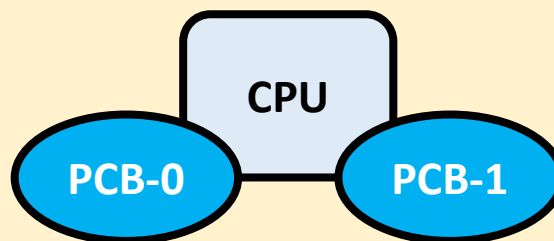


*physical memory*

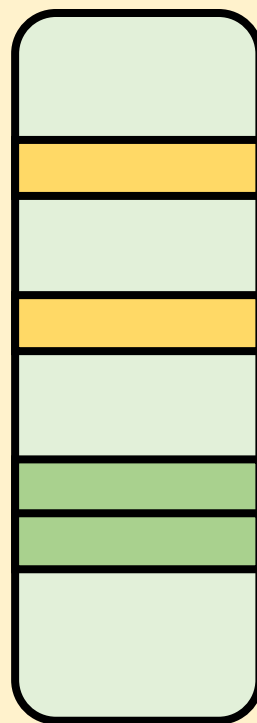
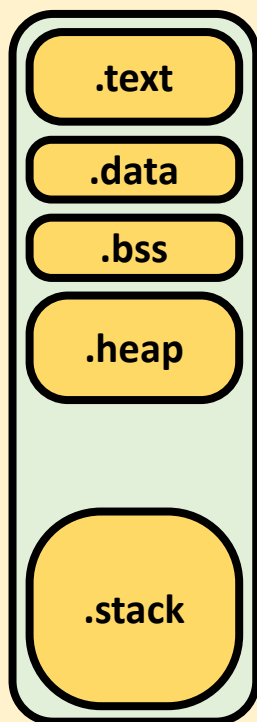
*virtual memory*





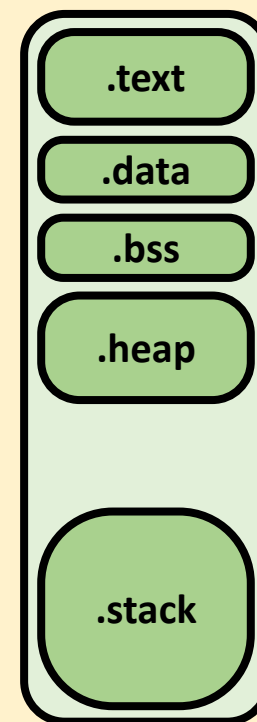


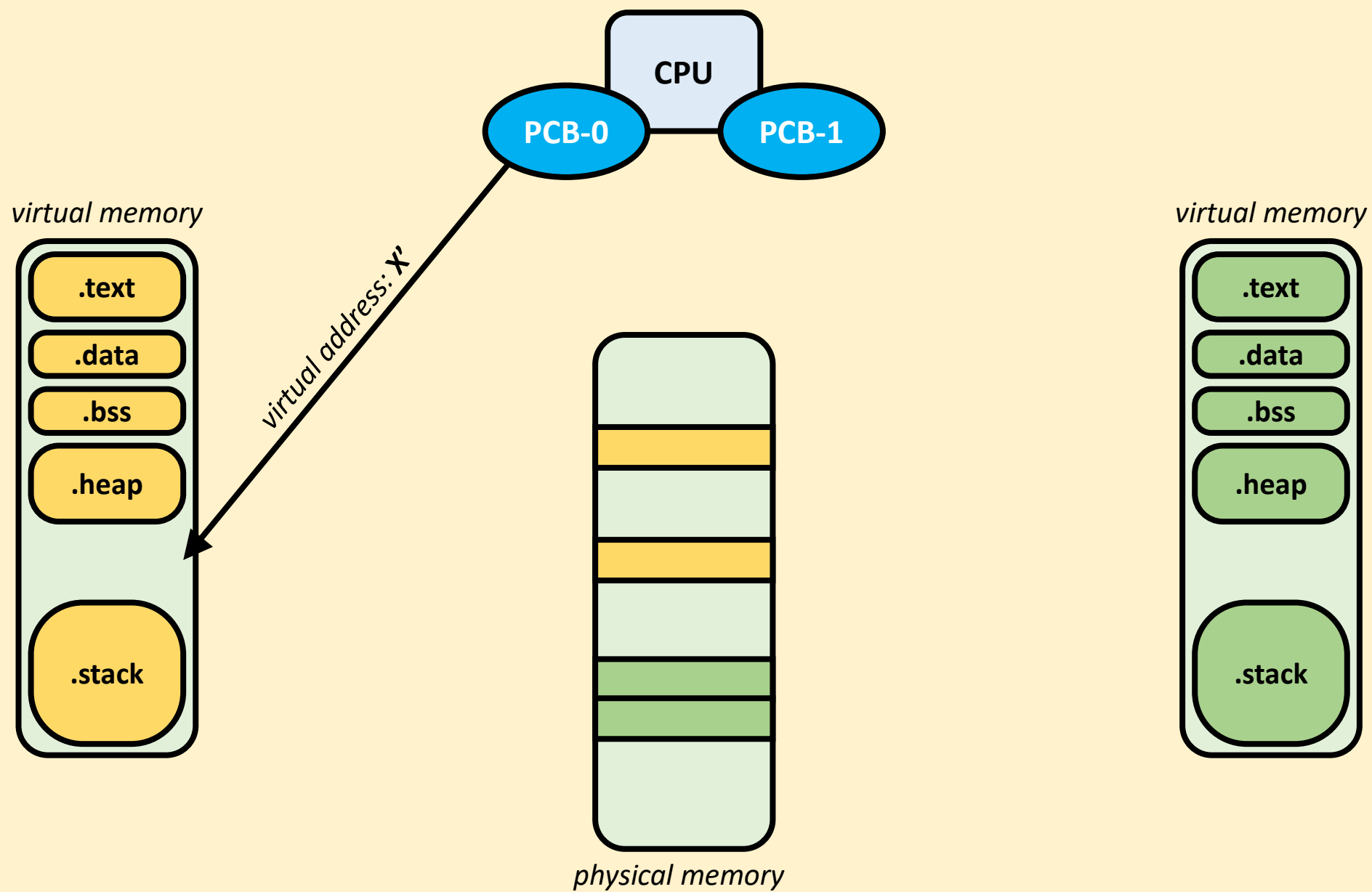
*virtual memory*

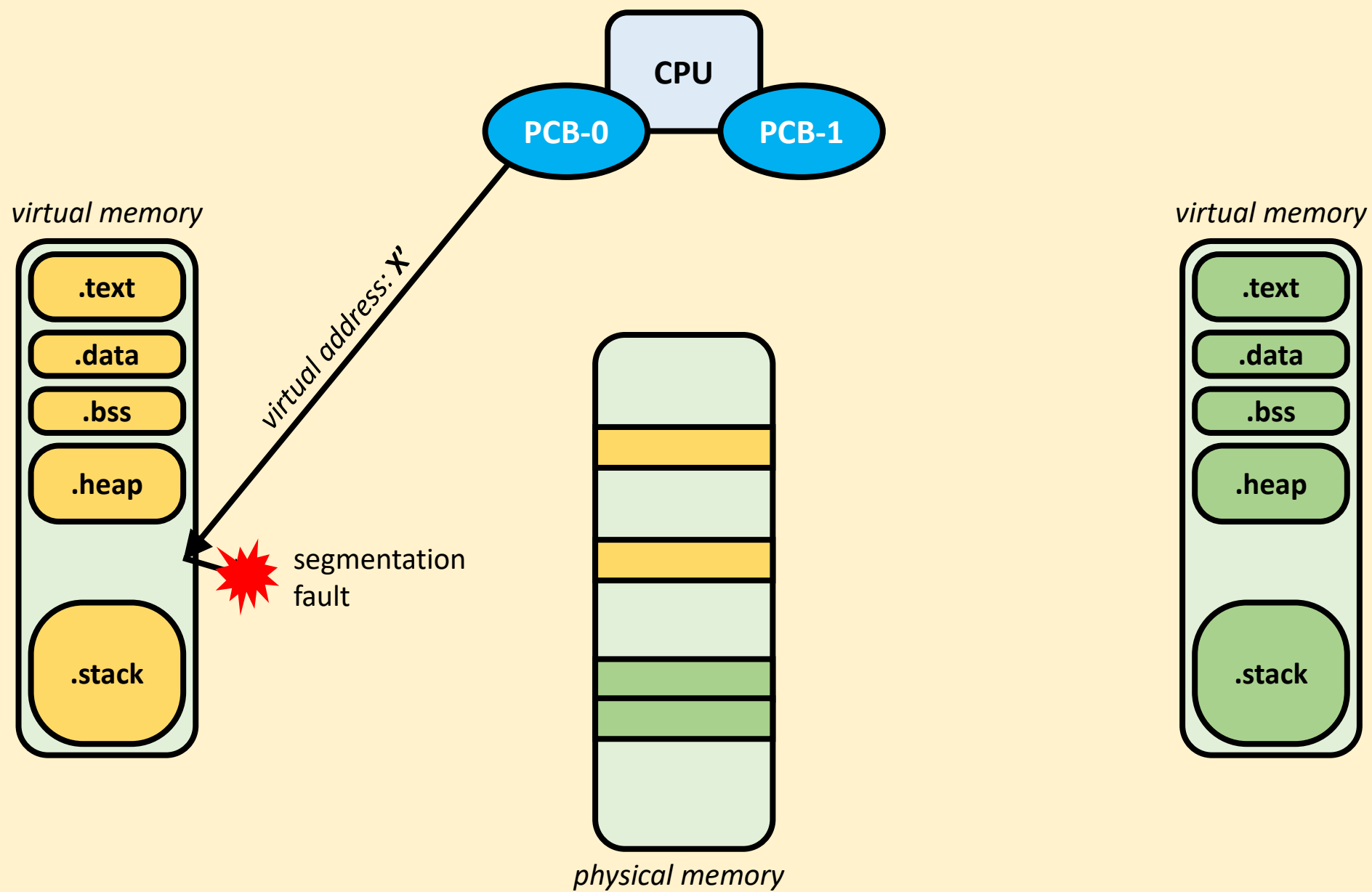


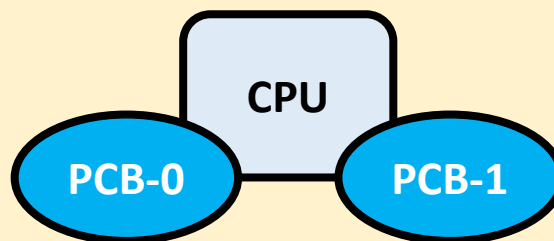
*physical memory*

*virtual memory*

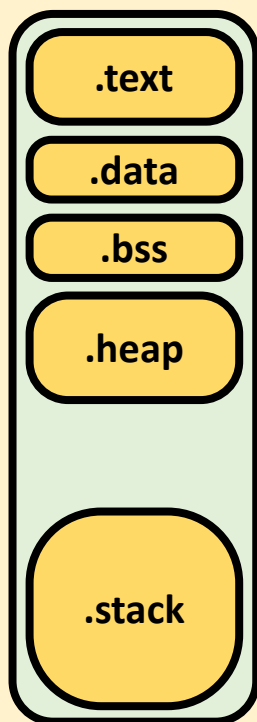






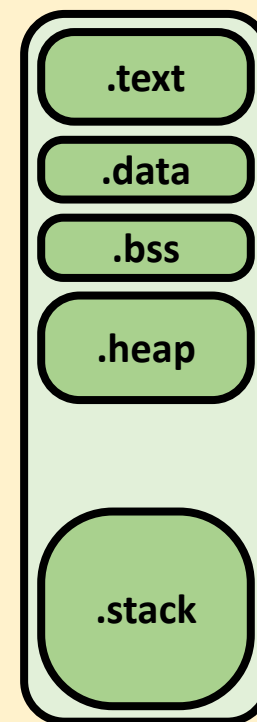


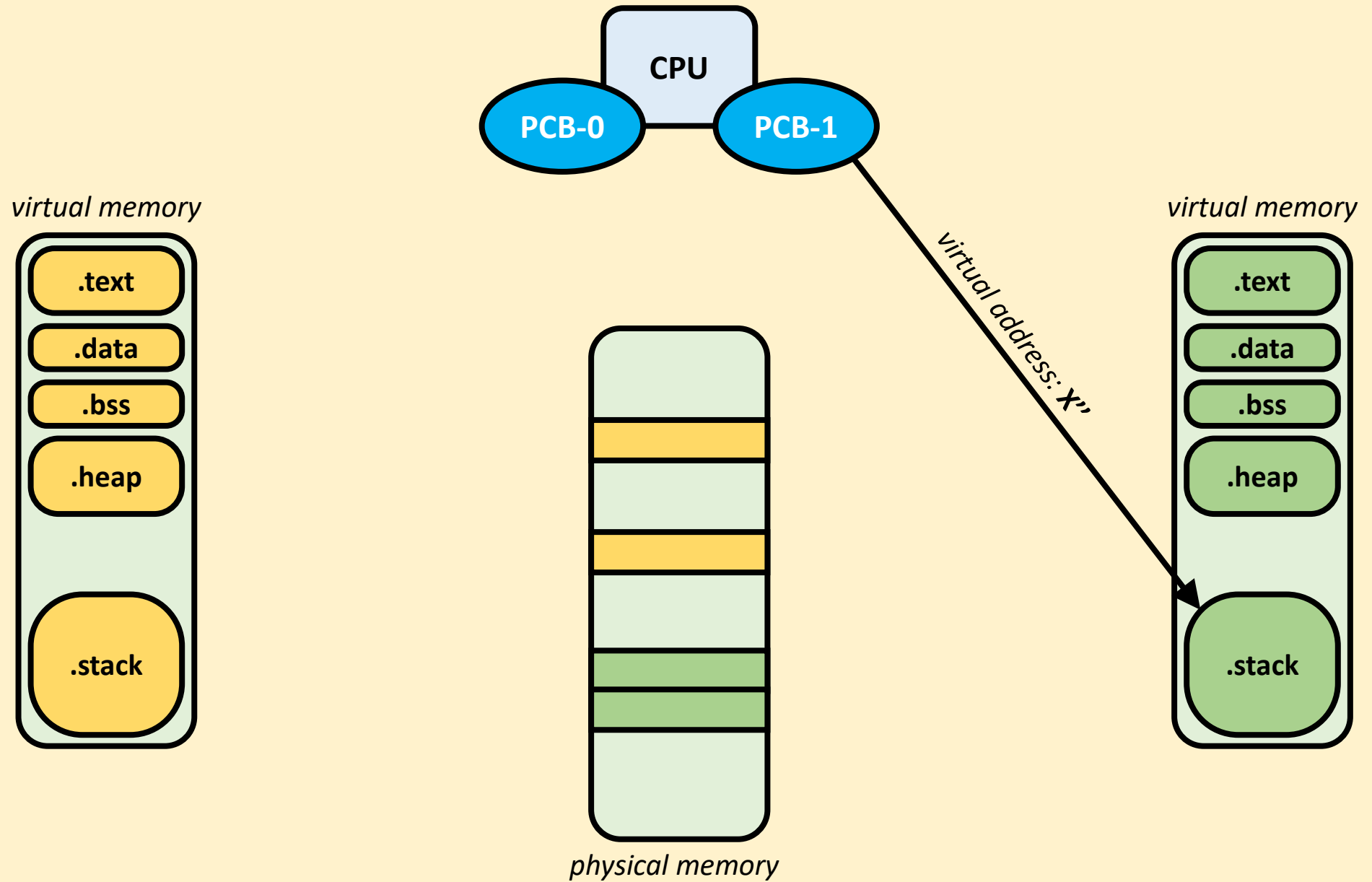
*virtual memory*



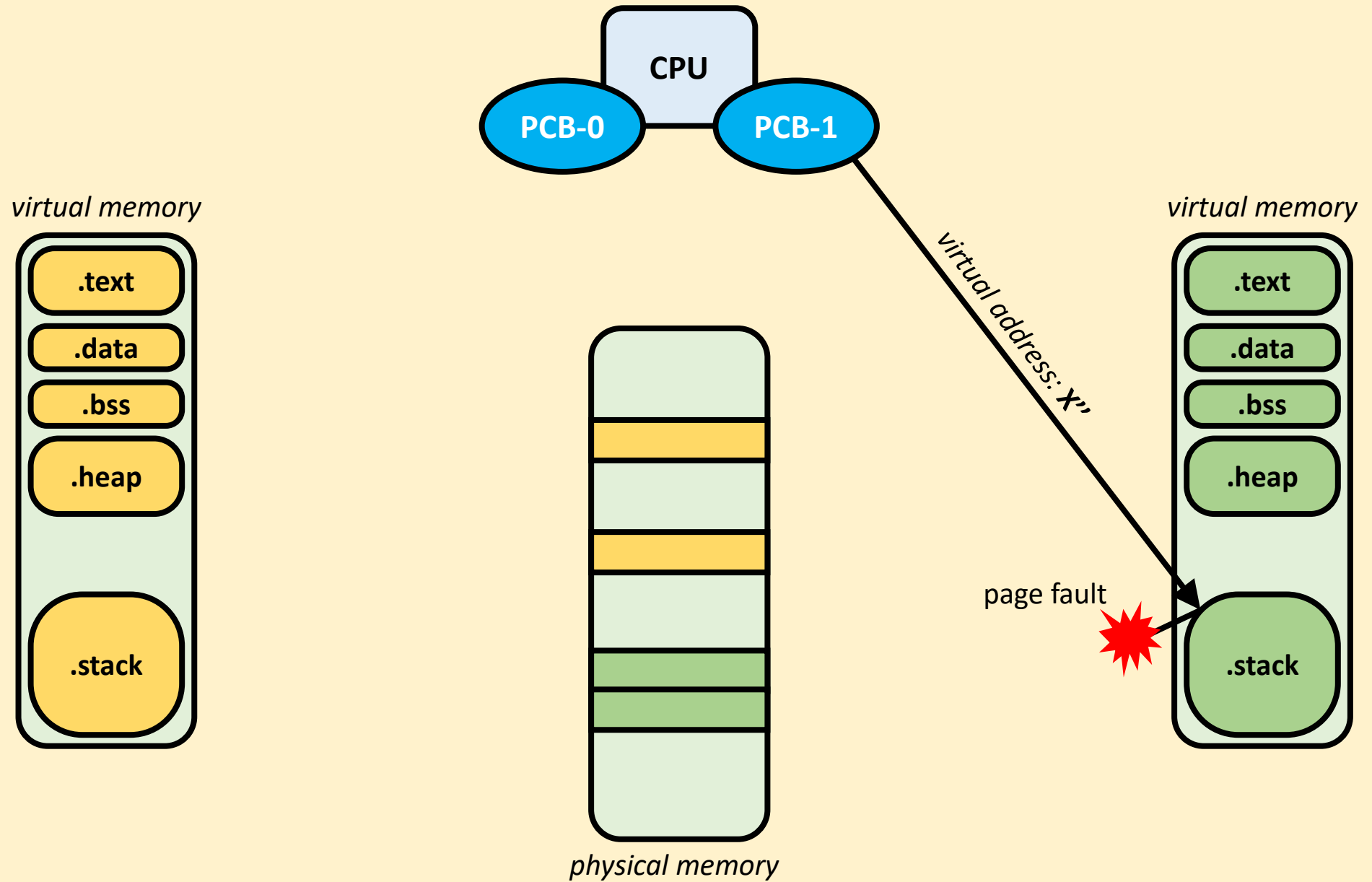
*physical memory*

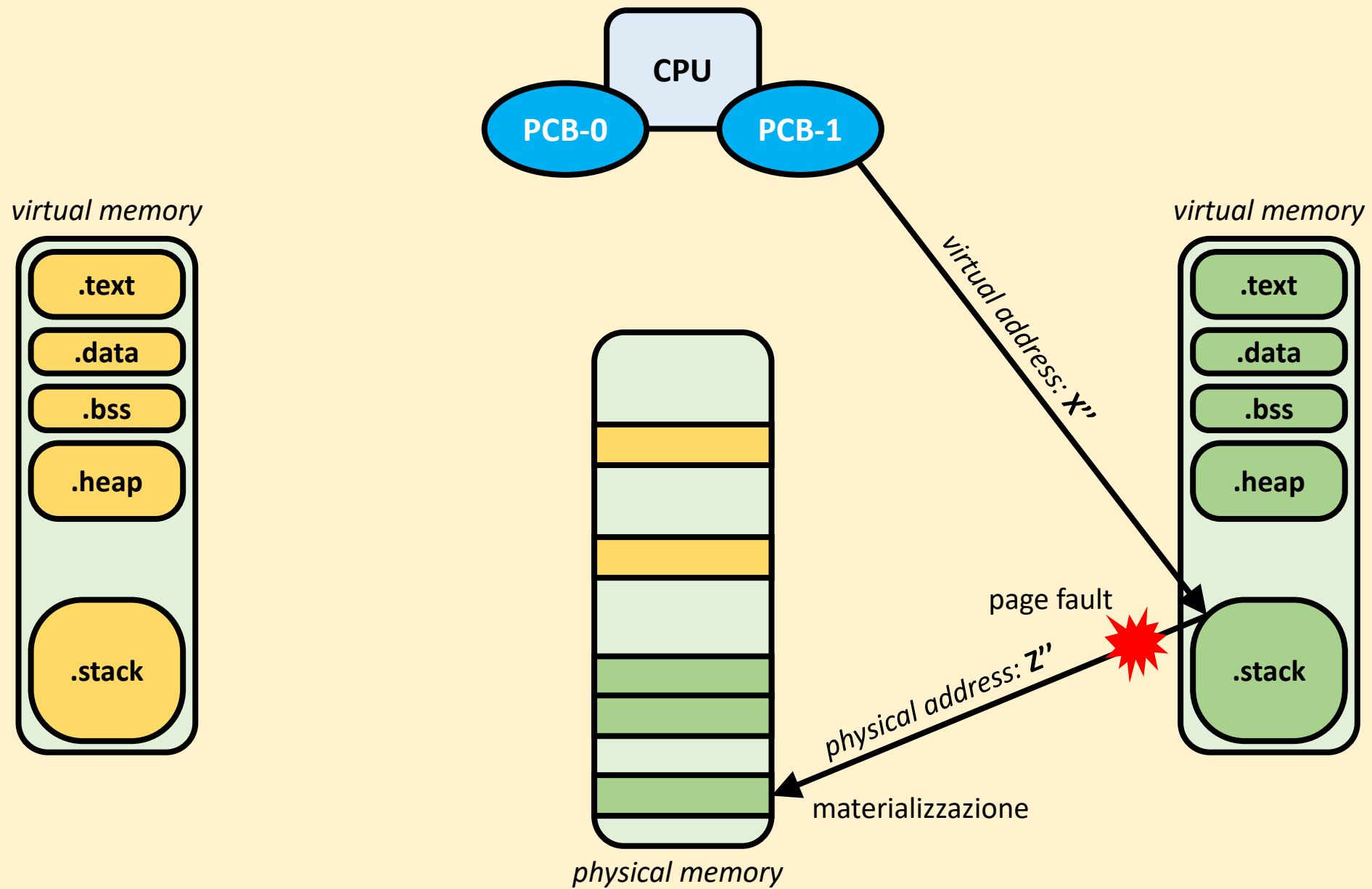
*virtual memory*



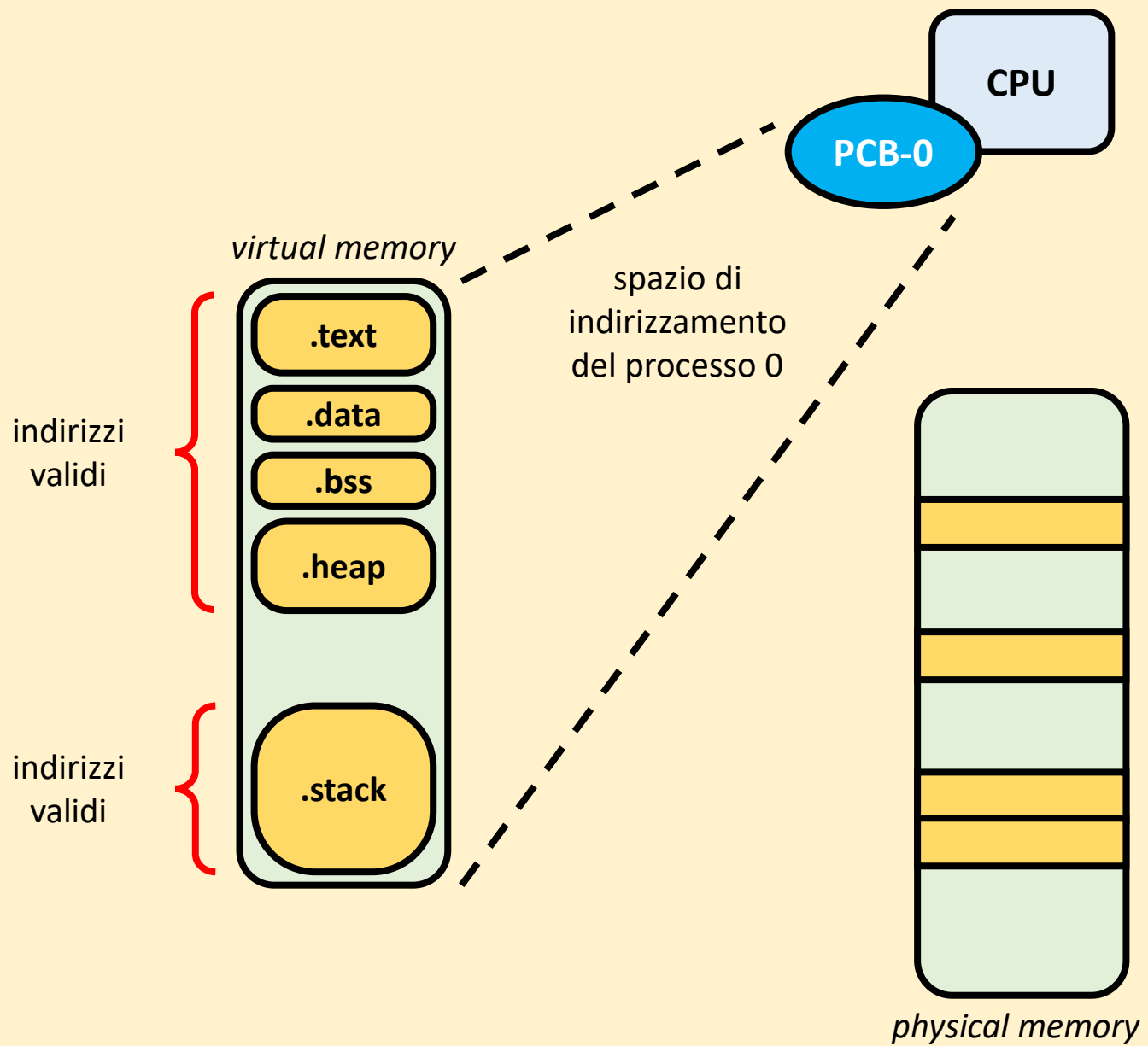


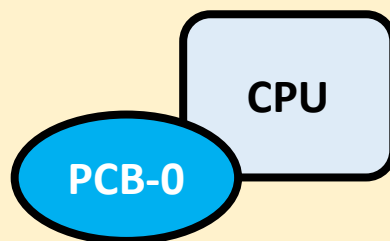




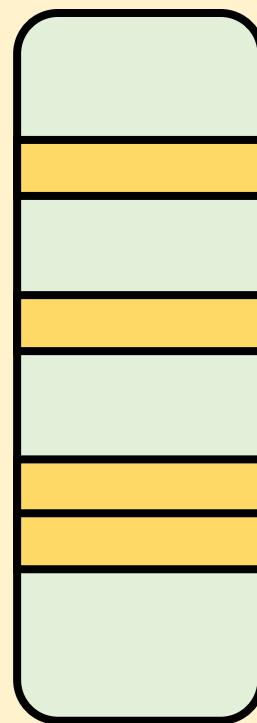
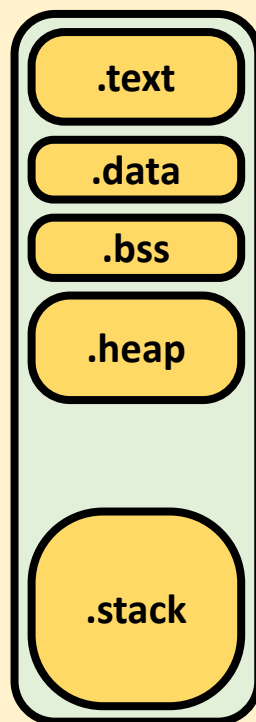


# **Spawn di Threads e condivisione dello Spazio di Indirizzamento**

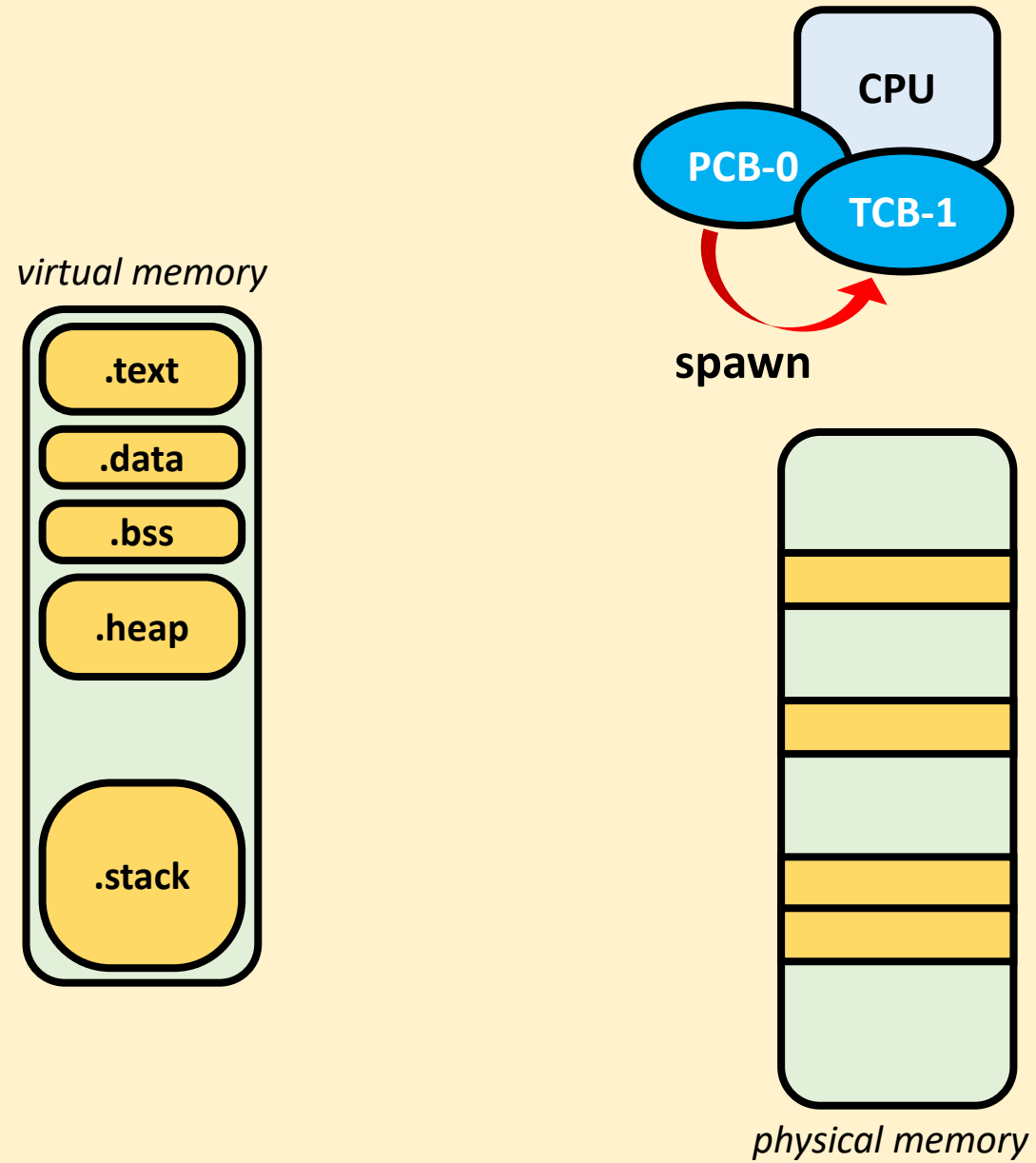




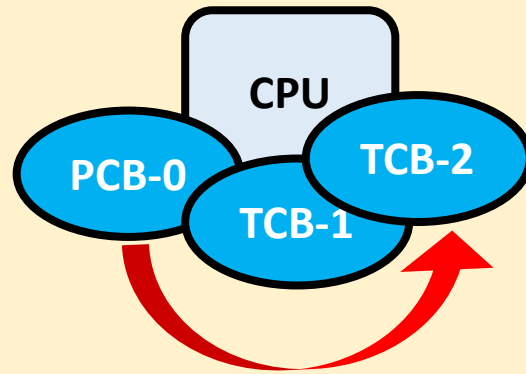
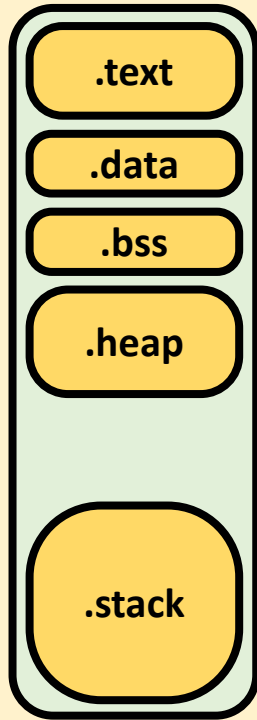
*virtual memory*



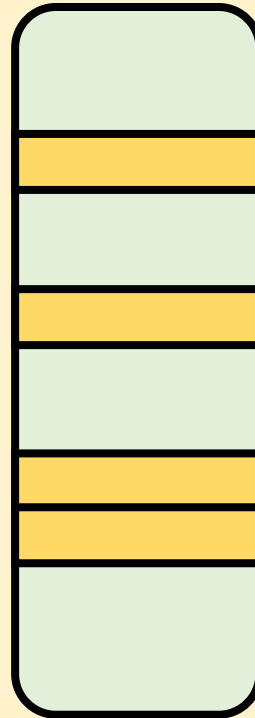
*physical memory*



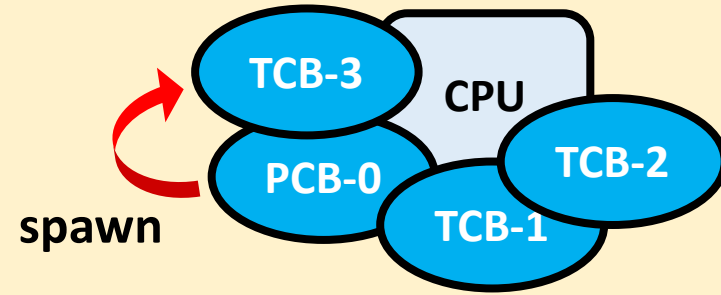
*virtual memory*



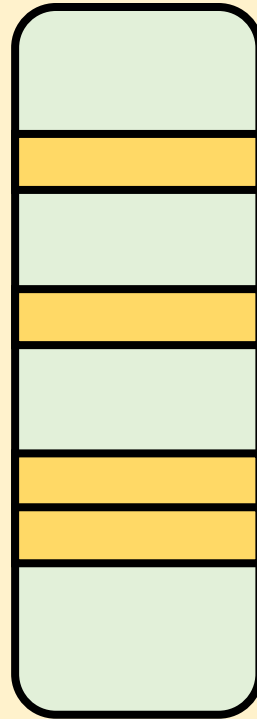
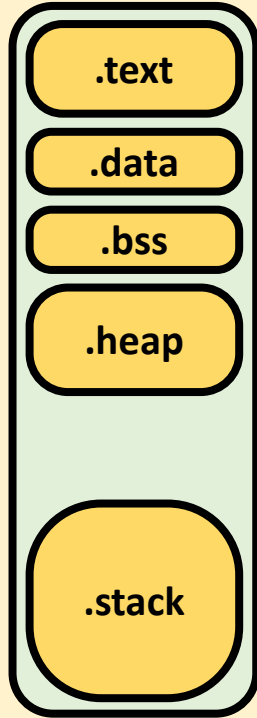
**spawn**



*physical memory*

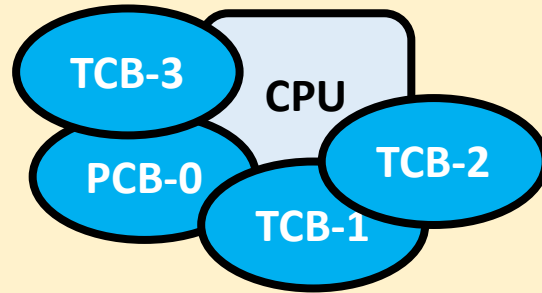


*virtual memory*

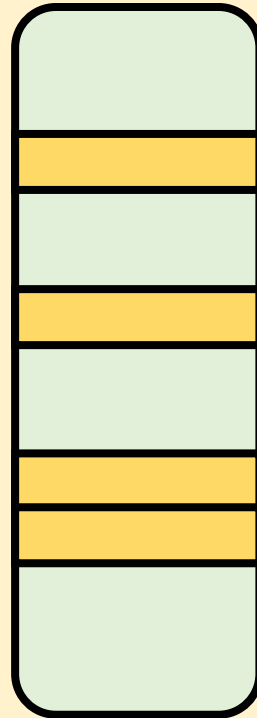
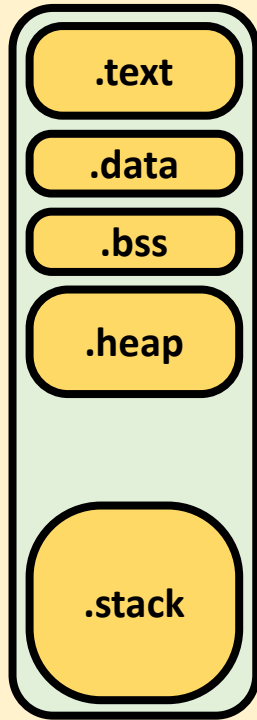


*physical memory*





*virtual memory*



*physical memory*

