

Wait for a process

Unix : `wait (int *wstatus)`

Windows : `WaitForSingleObject`

Terminate a process

Unix: `exit(int status)`

Windows: `ExitProcess(int status)`

➔ The OS will cleanup after the process:

- Terminates all threads (coming next)
- Closes open files, network connections
- Frees allocated memory (and VM pages out on disk)
- Removes PCB from kernel data structures