

# 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