Process management in mobile OS

Multitasking is a luxury in mobile OS

- Early versions of iOS did not allow multi-tasking mainly because of battery life and limited memory

- Only one app runs in the foreground, all other user apps are suspended

- OS's tasks are multi-tasked because they are assumed to be well-behaving

➡ Starting with iOS 4, the OS APIs allow multi-tasking in apps but only available for a limited number of app types

Memory management in mobile OS

Most desktop and server OSes today support swap space

Mobile OSes typically do not support swapping

- iOS asks applications to voluntarily relinquish allocated memory

- Android will terminate an app when free memory is running low

➡ App developers must be very careful about memory usage