Process management in mobile OS

In desktop/server - an application = a process

Not true in mobile OSes

- When you see an app present to you
  it does not mean an actual process is running

- Multiple apps might share processes

- An app might make use of multiple processes

- When you "close" an app, the process might be still running

➡ Different user-application interaction patterns

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