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1. Kernel level threads are managed by O.S while user level threads are managed by user level libraries. All user level threads are associated with a certain process while not all kernel level threads are associated with a process.
2. 16 processes.
3. Data is saved per thread per process, not just per process in the registers. That’s why register state is considered individually per thread.
4. Application level process cannot set up shared memory as that is purpose of the operating system, that’s why system level call is required
5. When switching between two threads, you need to save and load register state, program counter, and stack pointer. When switching between two processes you need to save process state.
6. A, 2600,

B, 2625,

C, 2625

D, 2624

1. 0 -1 -4 -9 -16

1 2 3 4

1. 5, 4