

Starting a process

- `spawn(mod, fun, args)` starts a new process.
- `register(PID, process_name)` registers the process with the system so that, in future, it can be referenced by name.

```
def start(name) do
  Process.register(spawn(NameServer1, :loop, [name, %{}]), name)
  :ok
end
```

Messaging

- Message functions (send and receive) are first class members of the language:

```
def rpc(name, request) do
  send(name, {self(), request})

  receive do
    {_name, response} -> response
  end
end
```

```
receive do
  {from, request} ->
    response = handleRequest(request)
    send(from, {self(), response})
end
```