12) Most imp limitation of user-level thread is that you don't have to go to kernel for every switch (low cost). Scheduling alg o custom to pipp. Greater protability. (1 user thread = 1 kernel thread) (N user thread on 1 kernel thread). (N user threads on M kernel threads).

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13) (Fish feed) (you & your brother) => first you go to your mom ask if the fish have been feed. if not then → Get food → feed fish → Tell mom. but when you ask mom and Get food in that time if your brother come ask mom if fish have been feed, and obvisly at that time mom said no, then your brother also feed the fish. Then both you and brother feed the fish and fish dies. This is the race condition that while you are feeding fish at same time your bother come and feed fish (race condition).

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14) We have to synchronice threads to avoid race condition. Make locks if you come first you get the lock enter into room and feed the fish and come back and give lock to mom and tell fish is feed. Then your brother not go.

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15) if (s=5)
if (s>0) { s=s-1 } else { sleep }
i) running (ii) running (iii) running (iv) running (v) running
(vi) sleep (vii) sleep
