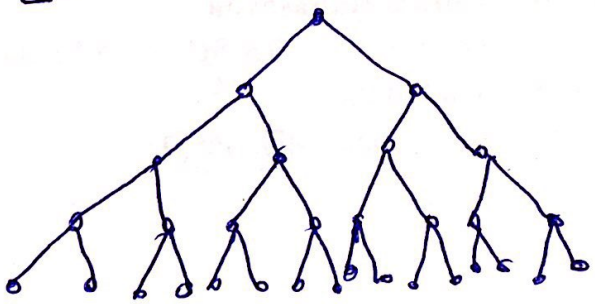
(8) maximum no. of processes = 16



9) We need created state at the start of process, when a process start, then first it goes to created state, then their OS allocate initiallize resources to process and then the process goes to ready state. So, The specific task is that OS have to allocate resorces to process there.

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(10) Save state before switching context, mean when P_1 (values) P_2 (values) P_1 is running and timer interupt comes then it IP register vales stored somewhere in the memory and P_2 and its values (from RAM) load into Program.

11) When fork system call issue, we go to kernel state, in kernel state, duplication of that process is make. Then send that processes to ready state.
- check available resorces, Assign Uniaque PID, check process limits for user.
- Set child state to created. Copy data from parent PCB slot to child on curr. directry.
