

Processes: The Animated Spirits of Programs

A **process** is the execution of a program. It's like giving a program life. While a program is just a set of instructions stored on your hard drive or pen drive, a process is a program actively running in your computer's memory.

Think of it like this:

- **Program:** A recipe for a cake, sitting on the counter.
- **Process:** Actually baking the cake in the oven, following the recipe.

There are a few key points to keep in mind about processes:

- **Asynchronous:** A process doesn't necessarily run on a fixed schedule. It gets executed when it is needed. Imagine you need to bake a cake for a birthday party. You don't start baking at 4:00 PM just because the clock strikes that time; you bake it when it's needed for the party.
- **Animated Spirit:** A process is dynamic, it has a life of its own. You can think of it as an "animated spirit" of the program. It's constantly changing as it carries out its instructions.

Here are some other ways to define a process:

- **An asynchronowachhy:** This highlights the non-fixed schedule of a process.
- **The*animad spi of arocedur:** This emphasizes the dynamic, animated nature of a process.
- **Entity+o which processor com be assigned:** This refers to the fact that a process requires resources from the computer, such as the processor, to be executed.

The process will be further discussed in upcoming lectures.