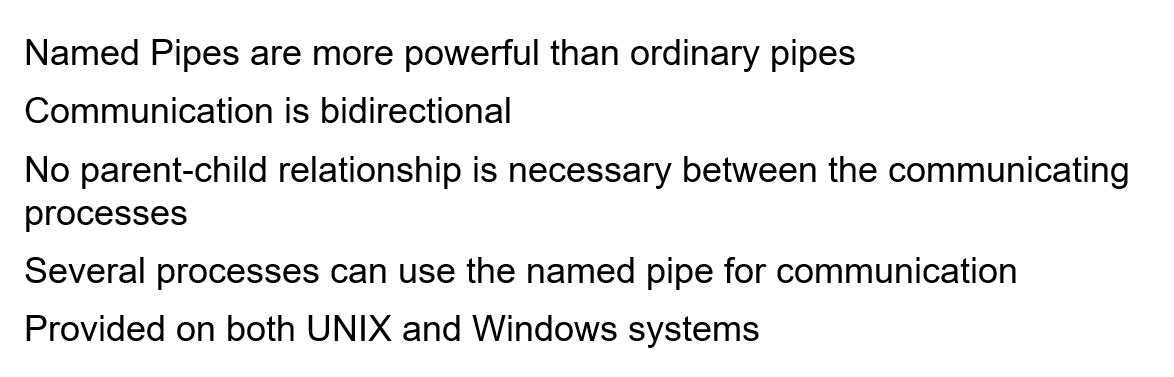
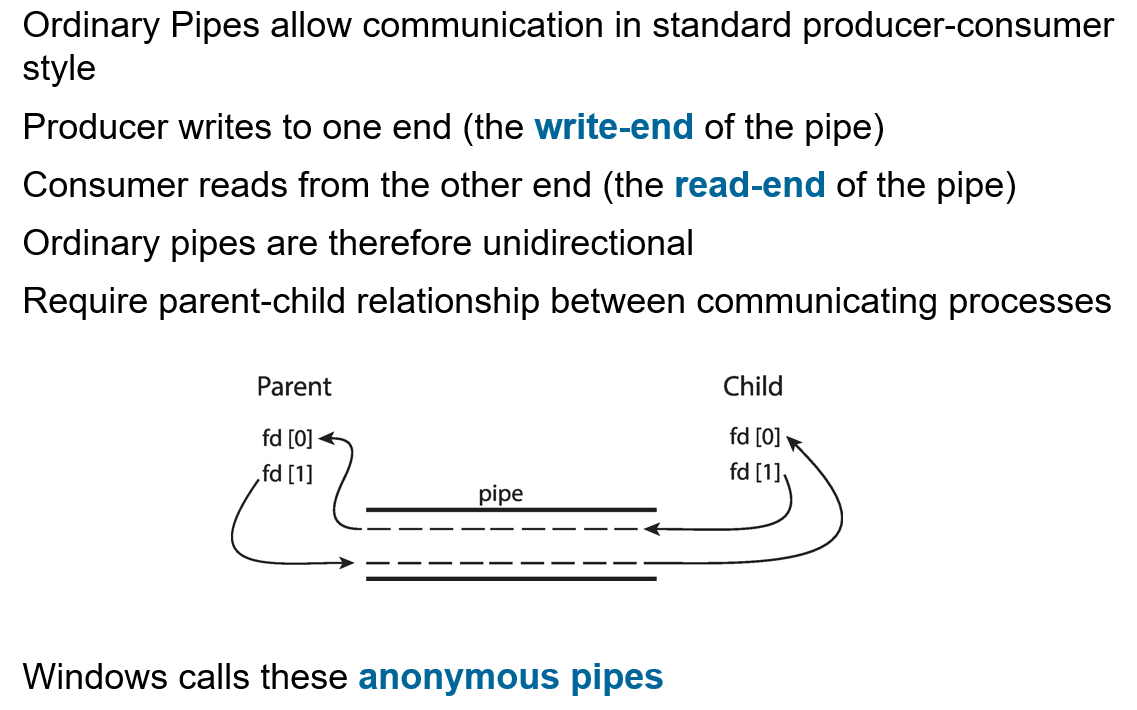
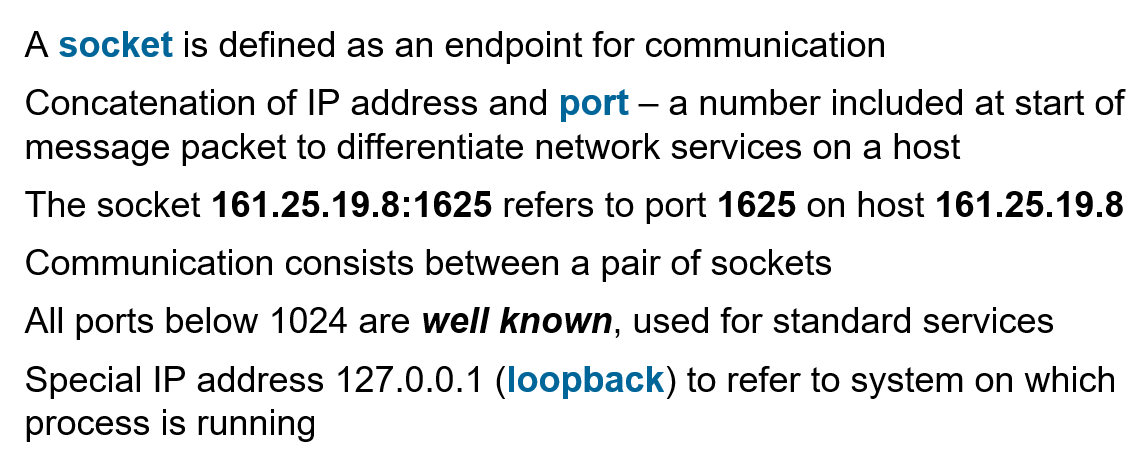
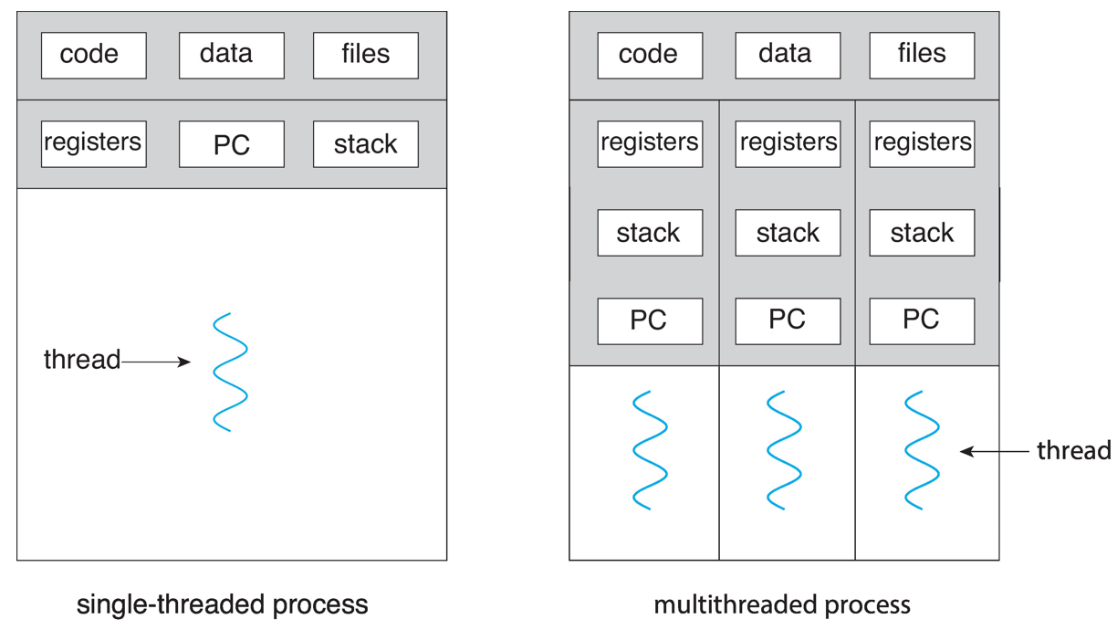


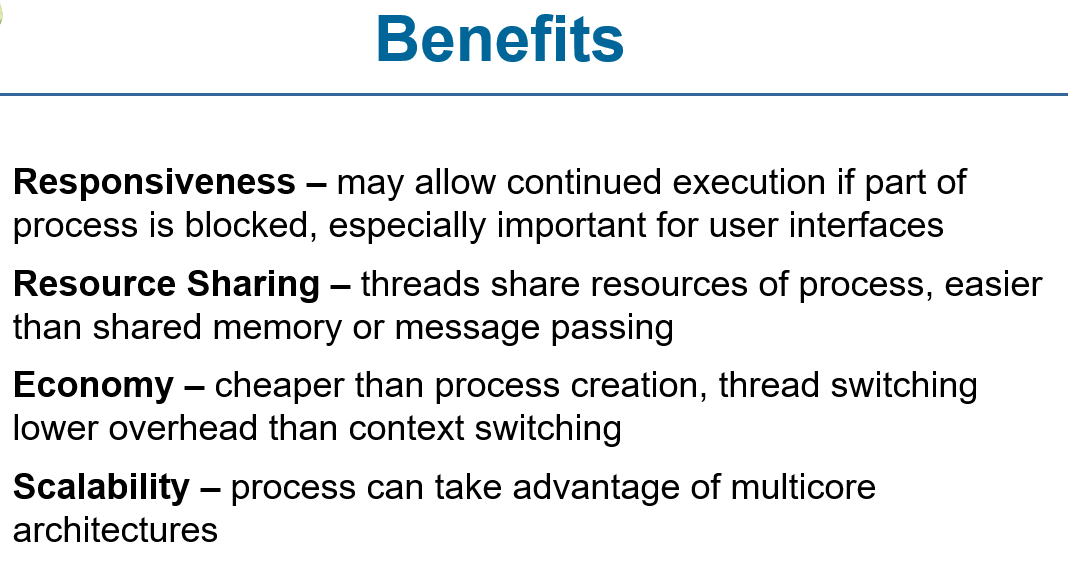
**Pipes**

**Sockets**

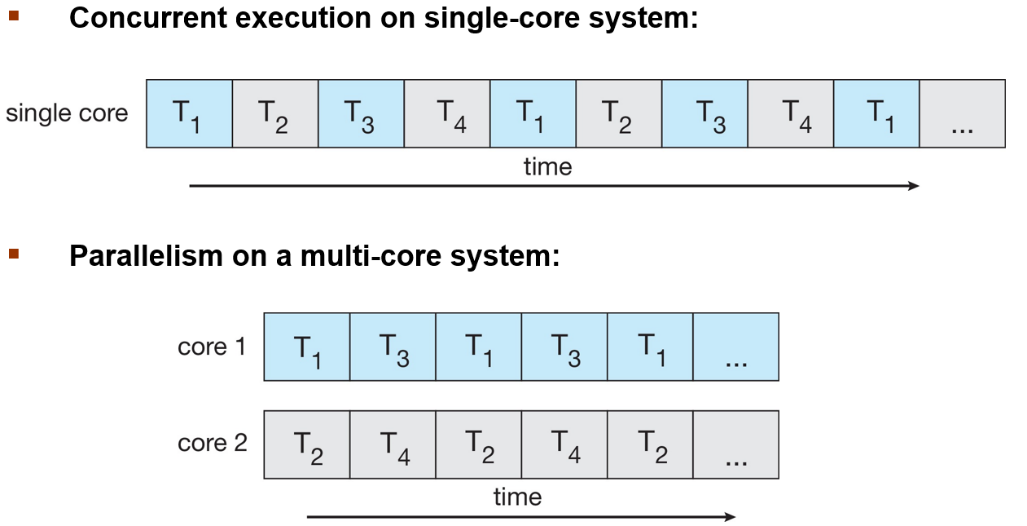


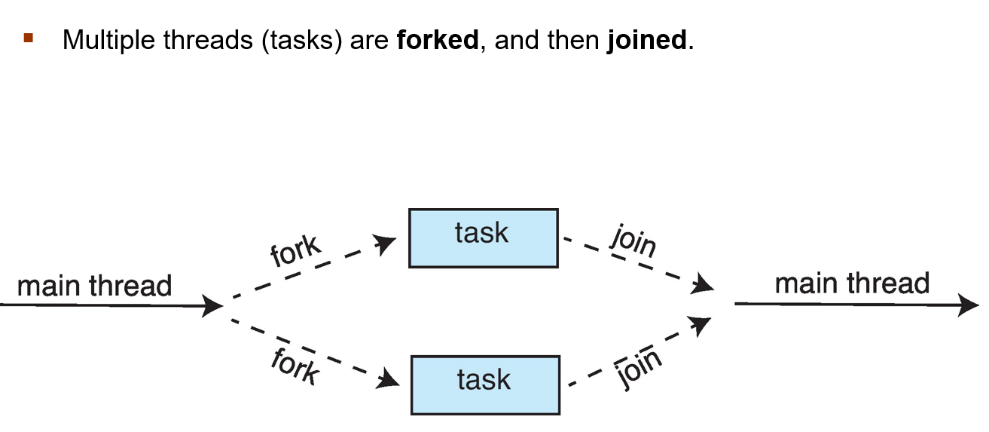
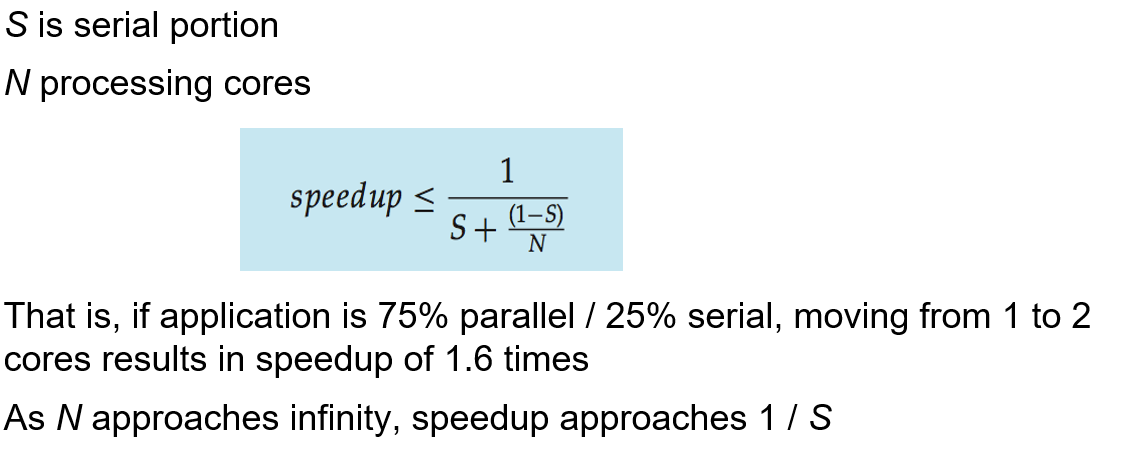
**Threads**



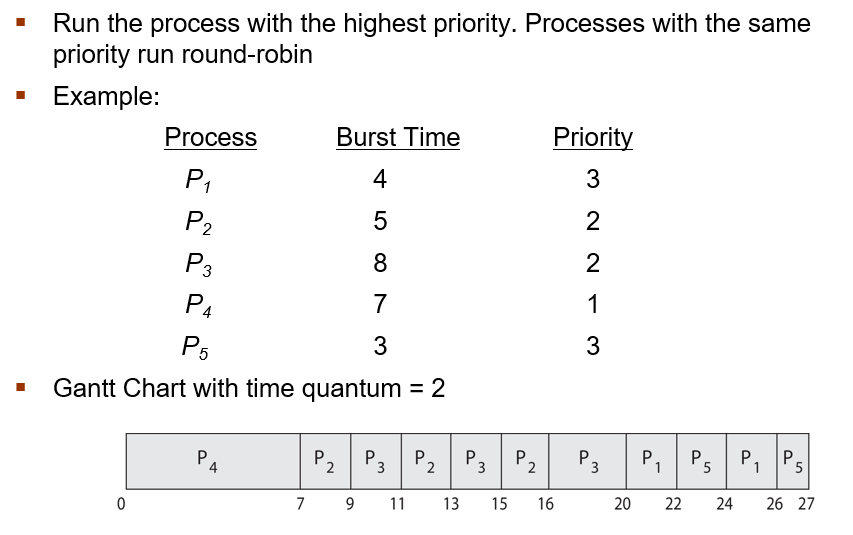


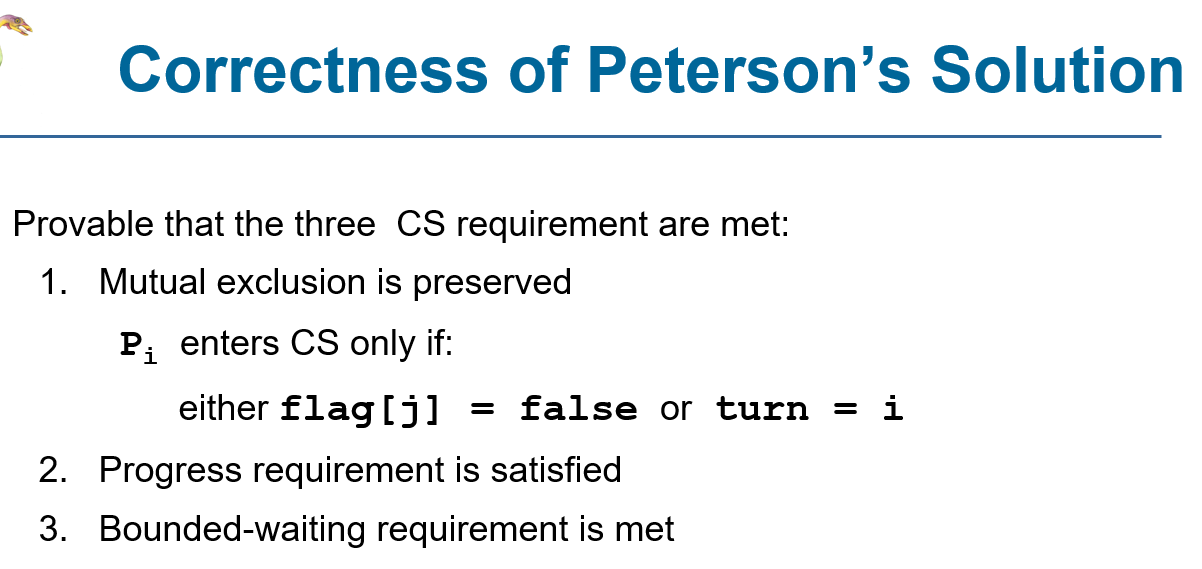
**Procese**

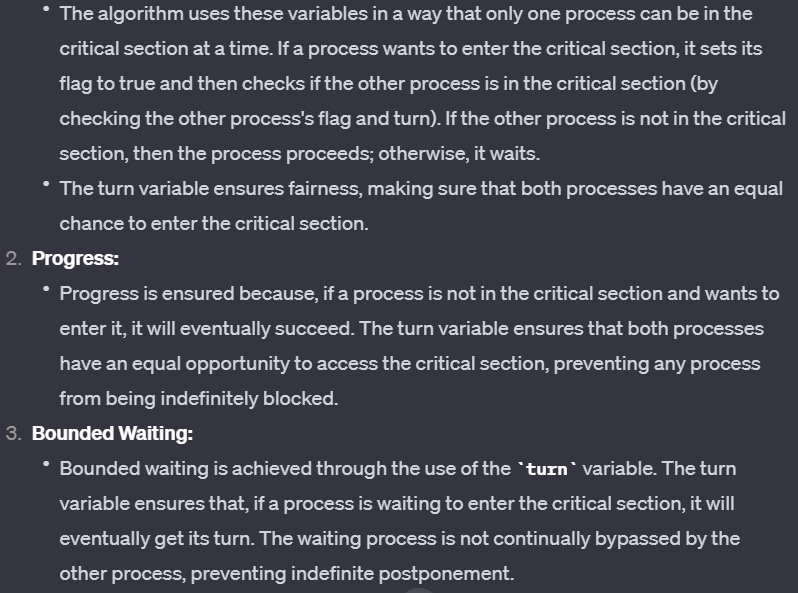


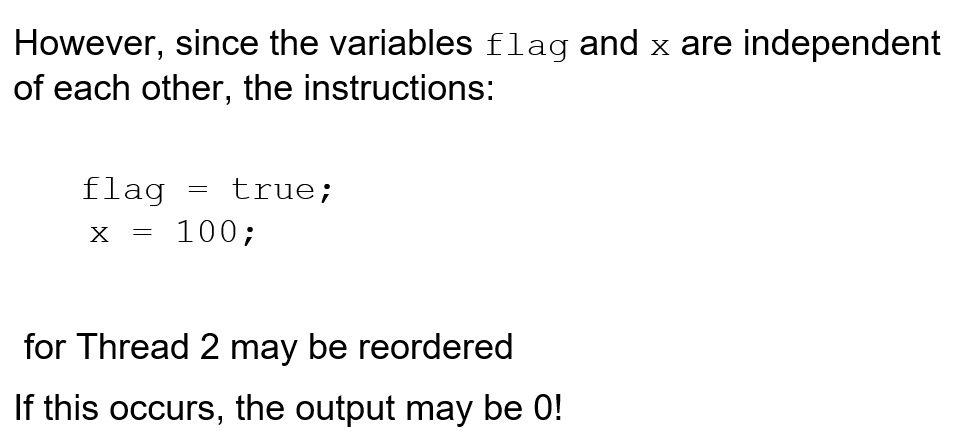


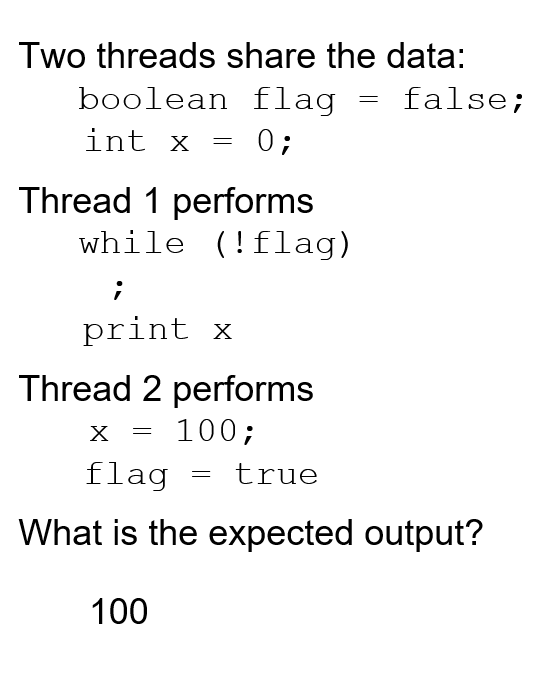
**Round Robin**

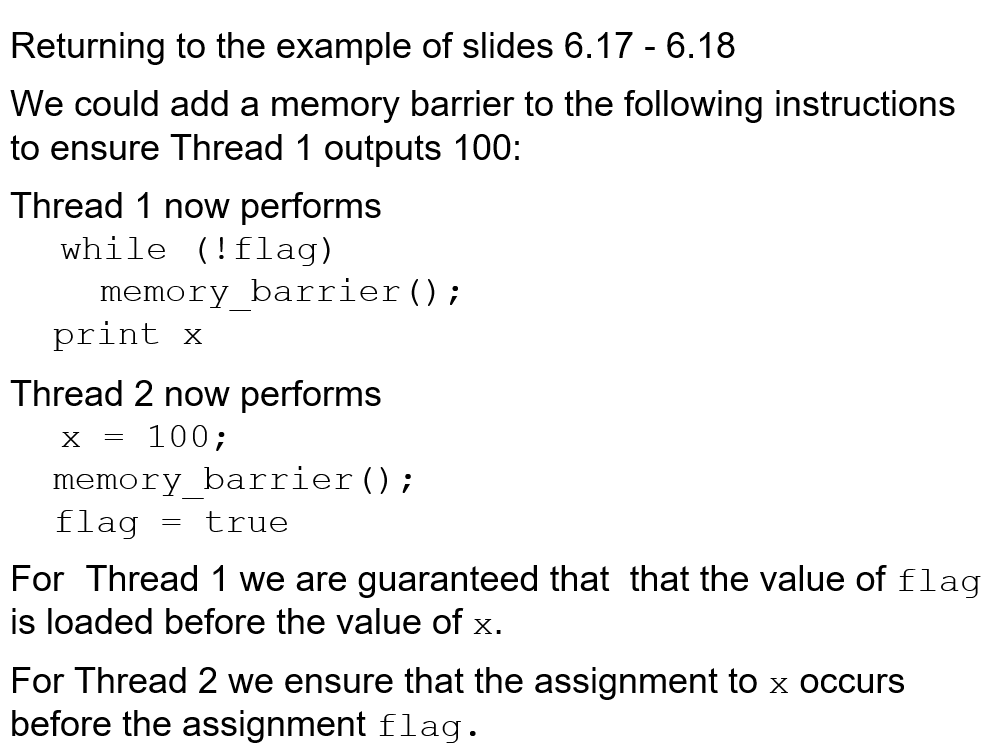




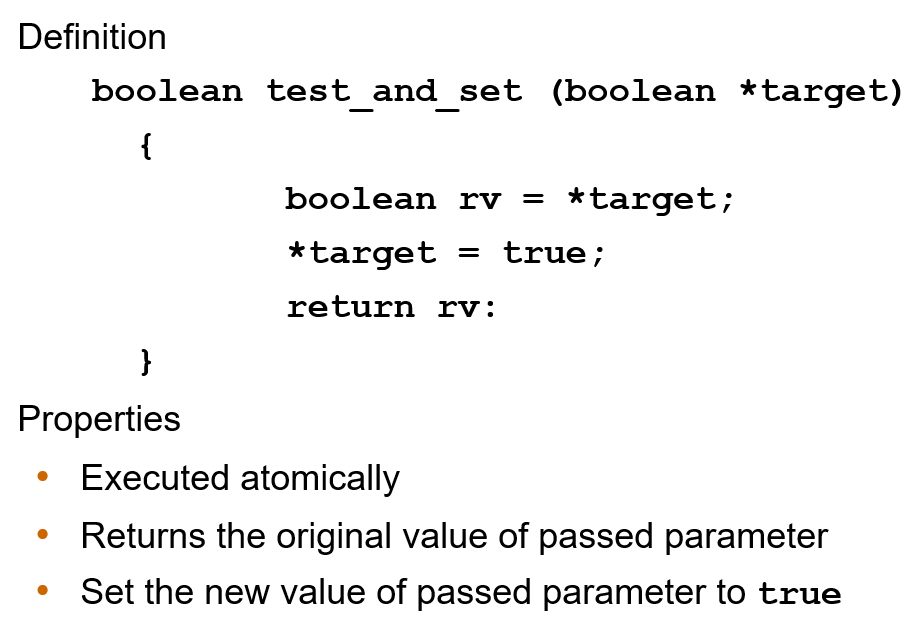


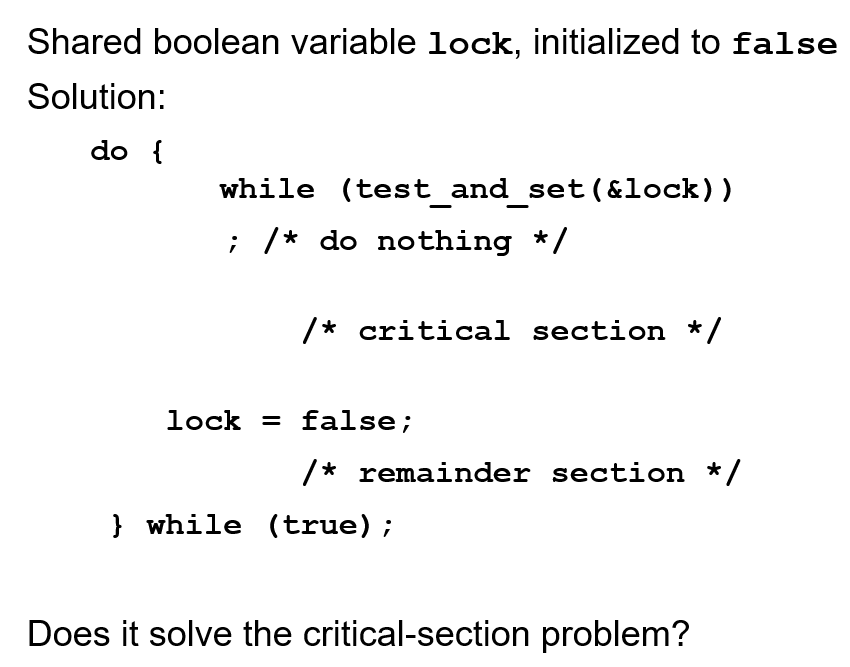
**Sincronizari**



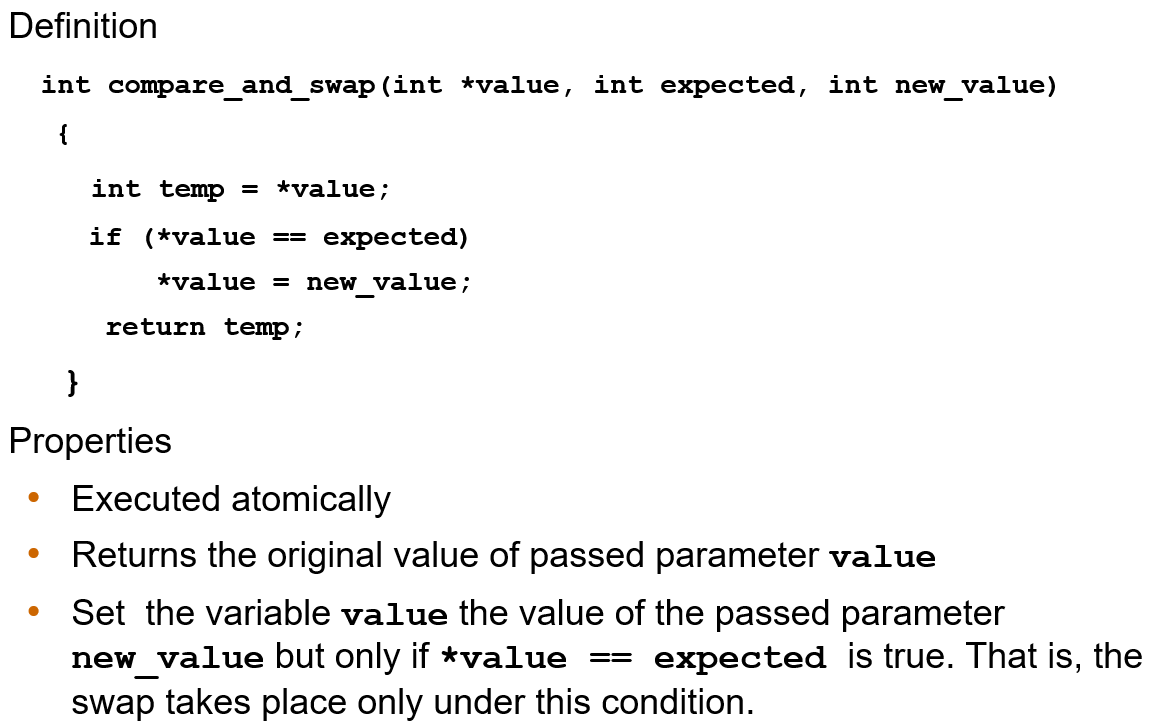


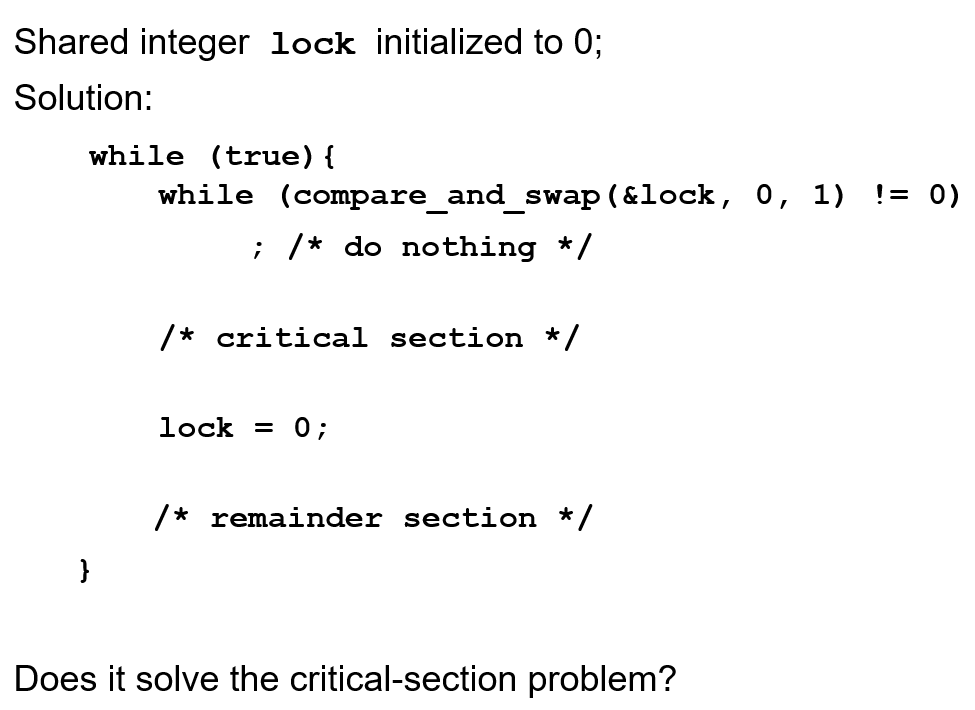
**Test and Set**



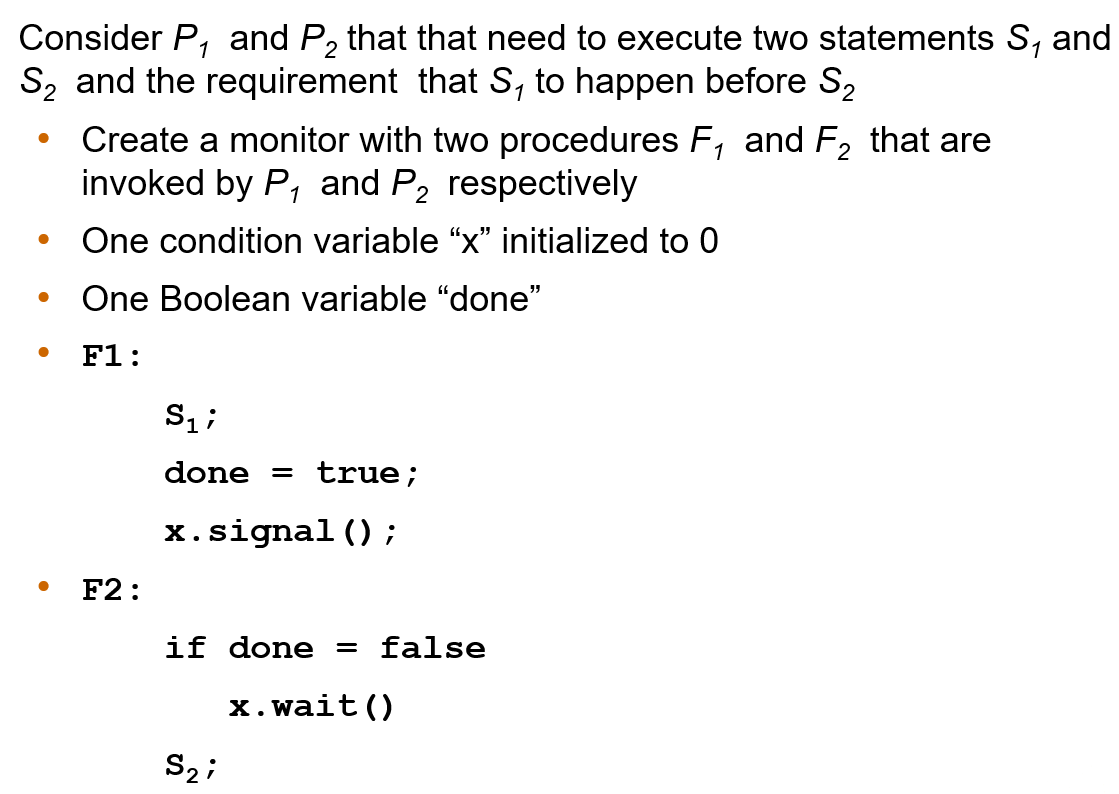


**Compare and swap**

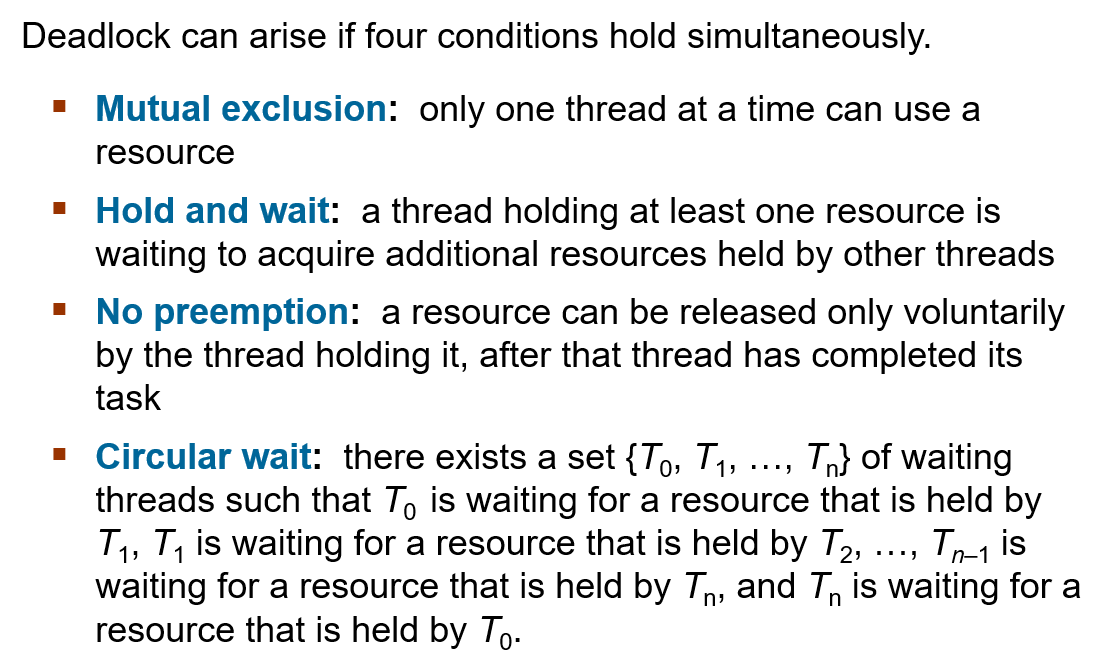




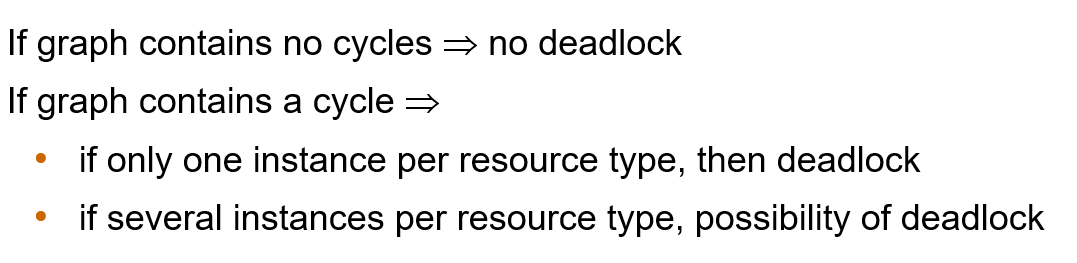
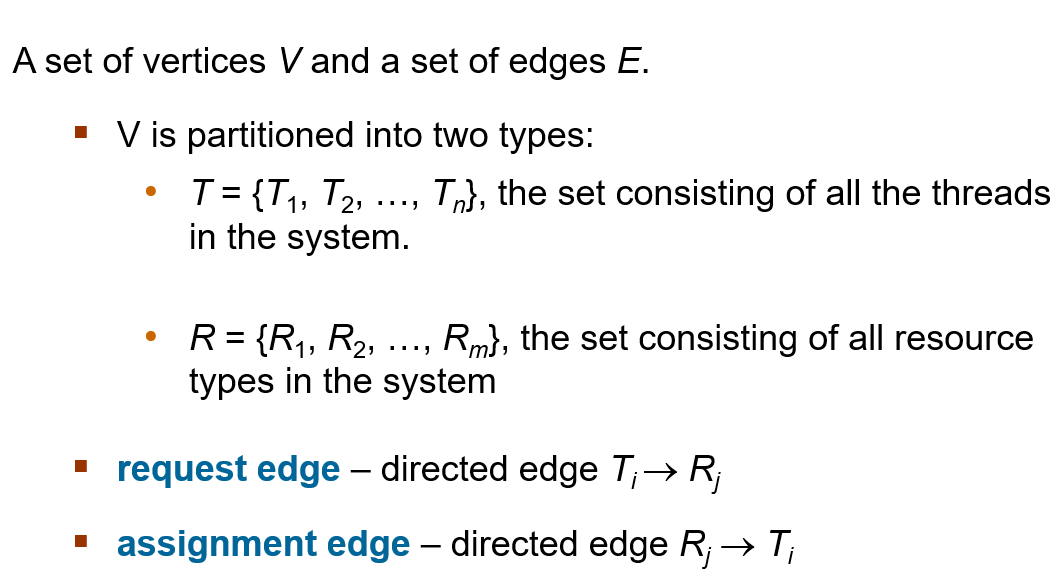
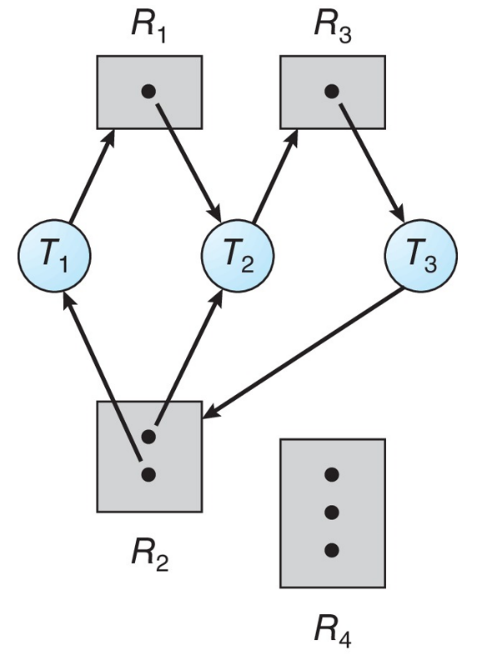
**Monitor**

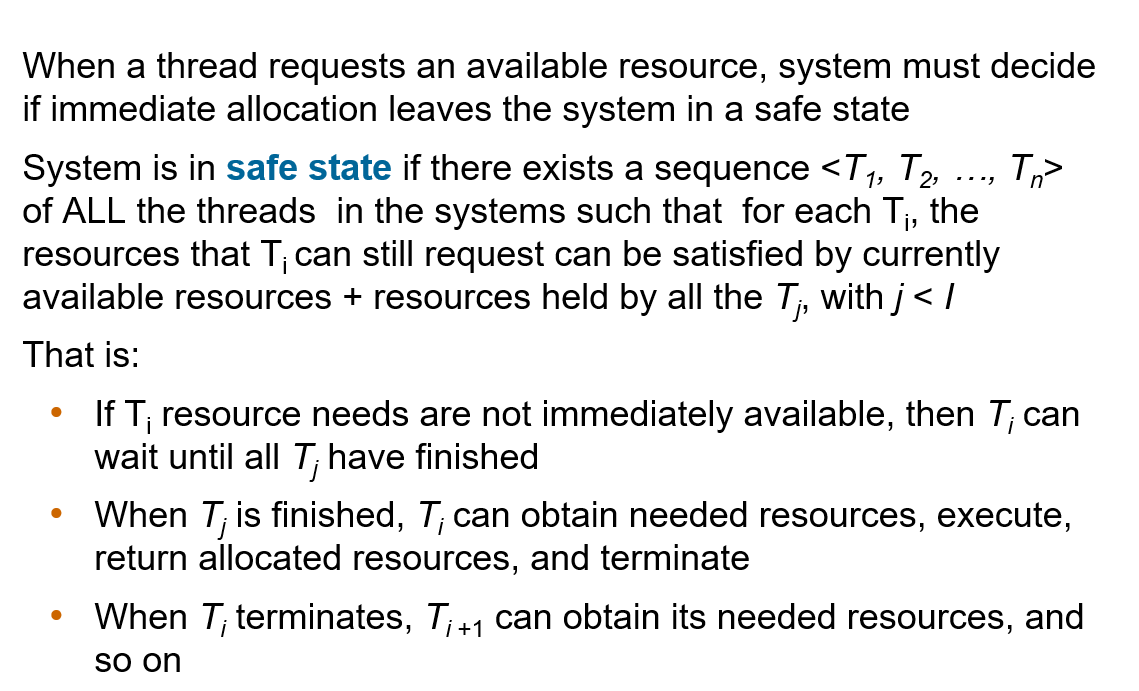


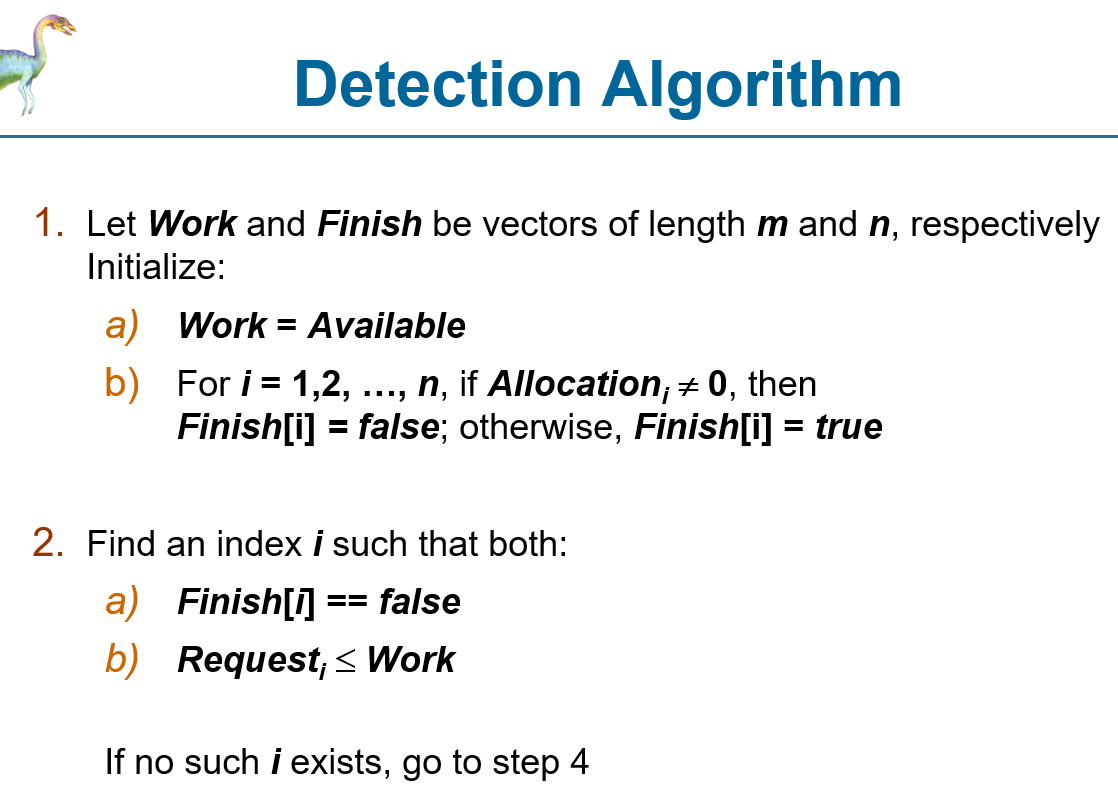
**Deadlocks**

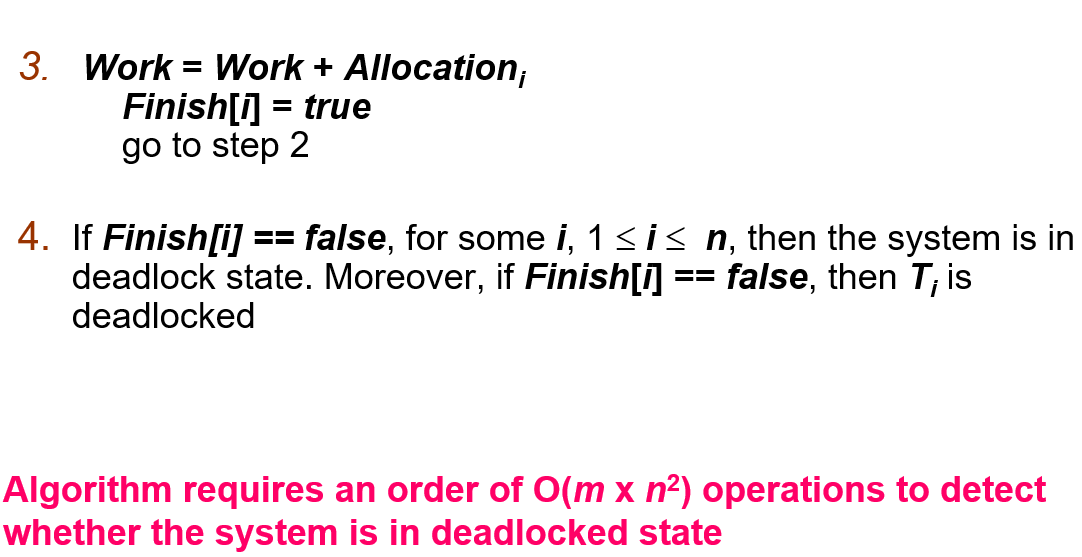


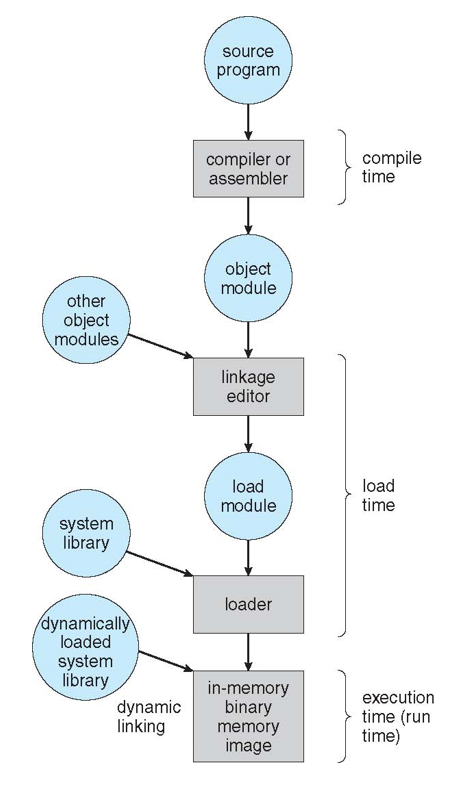
**Deadlock detection**

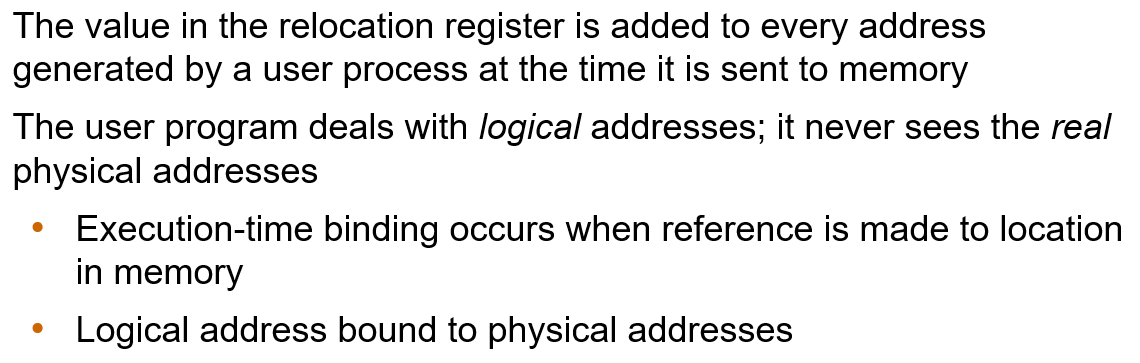


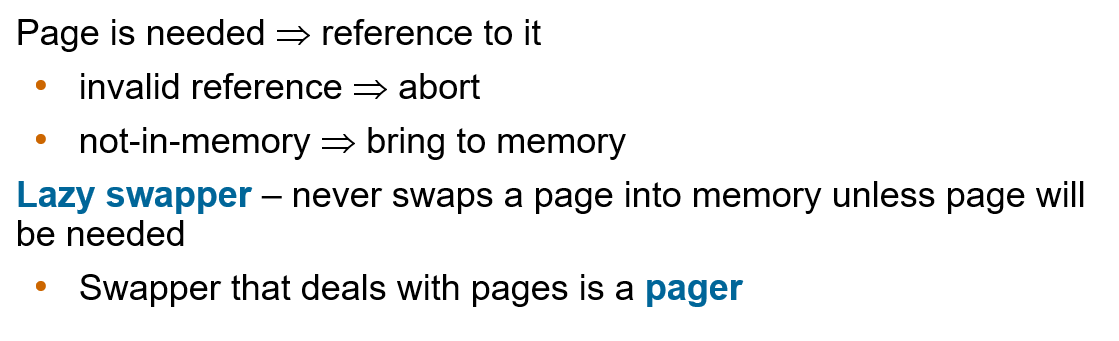
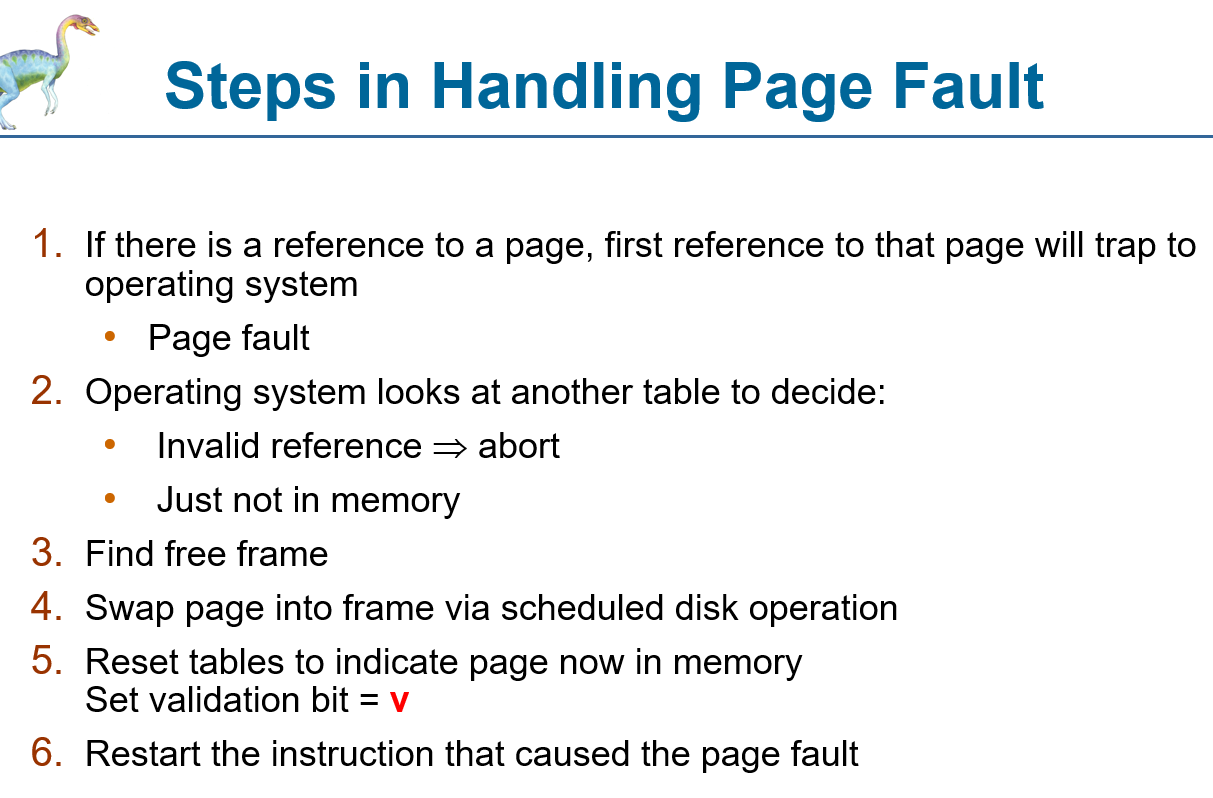


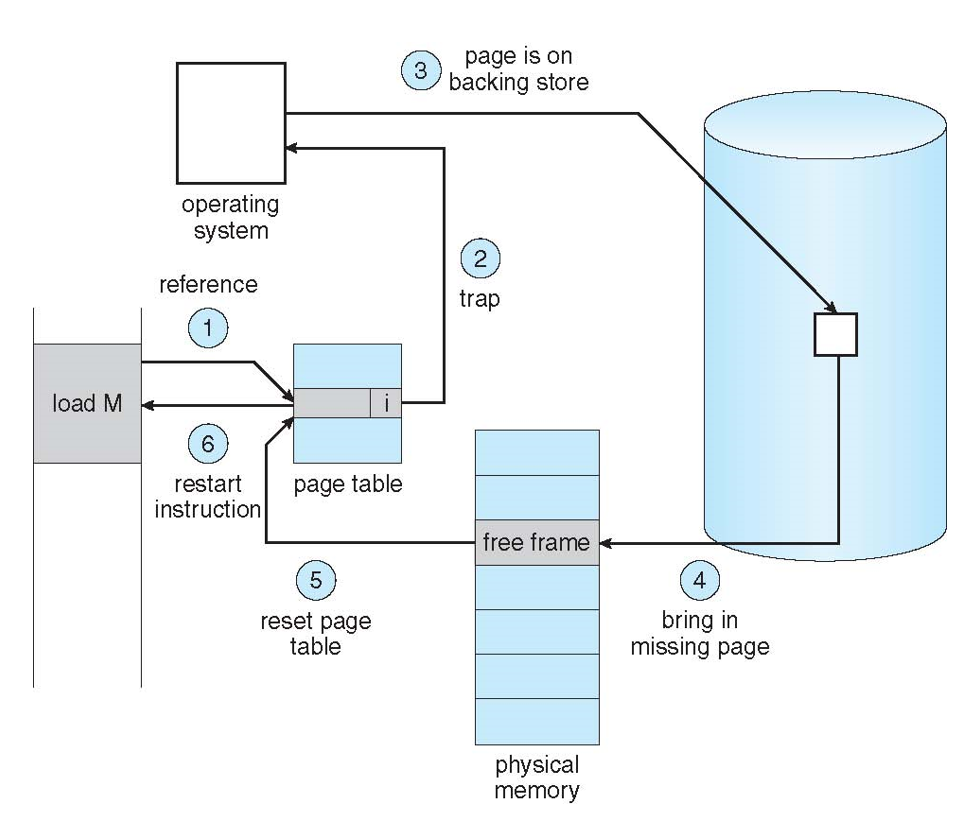


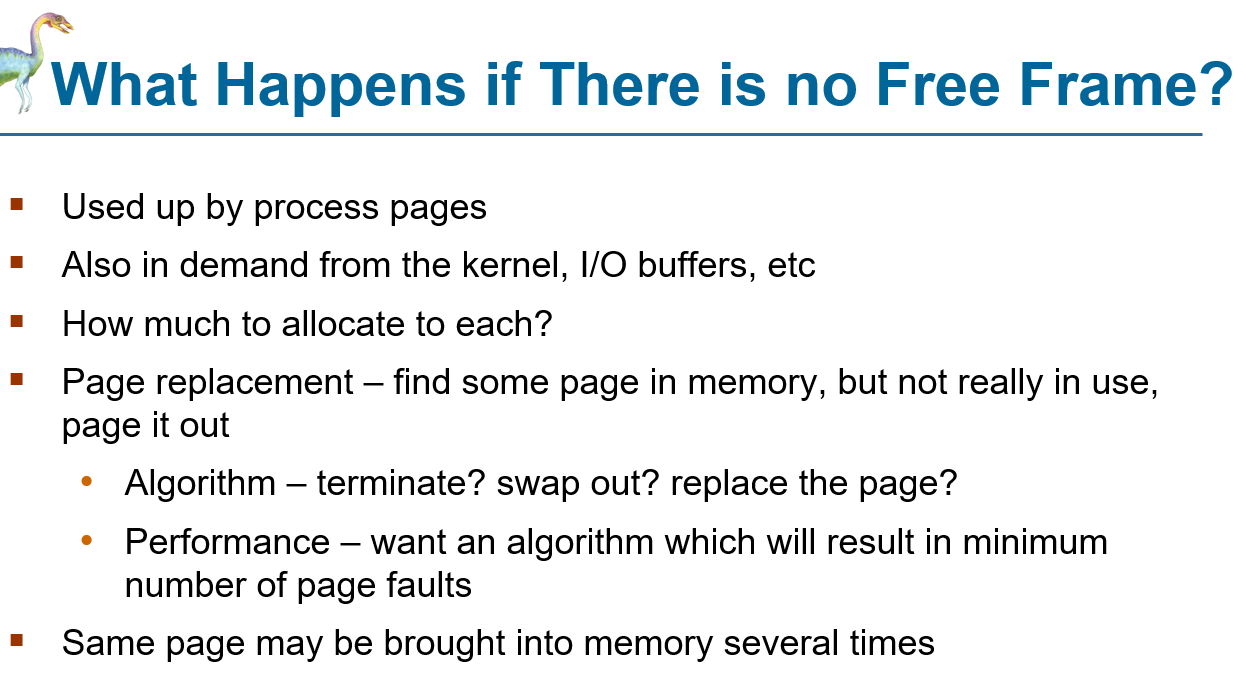




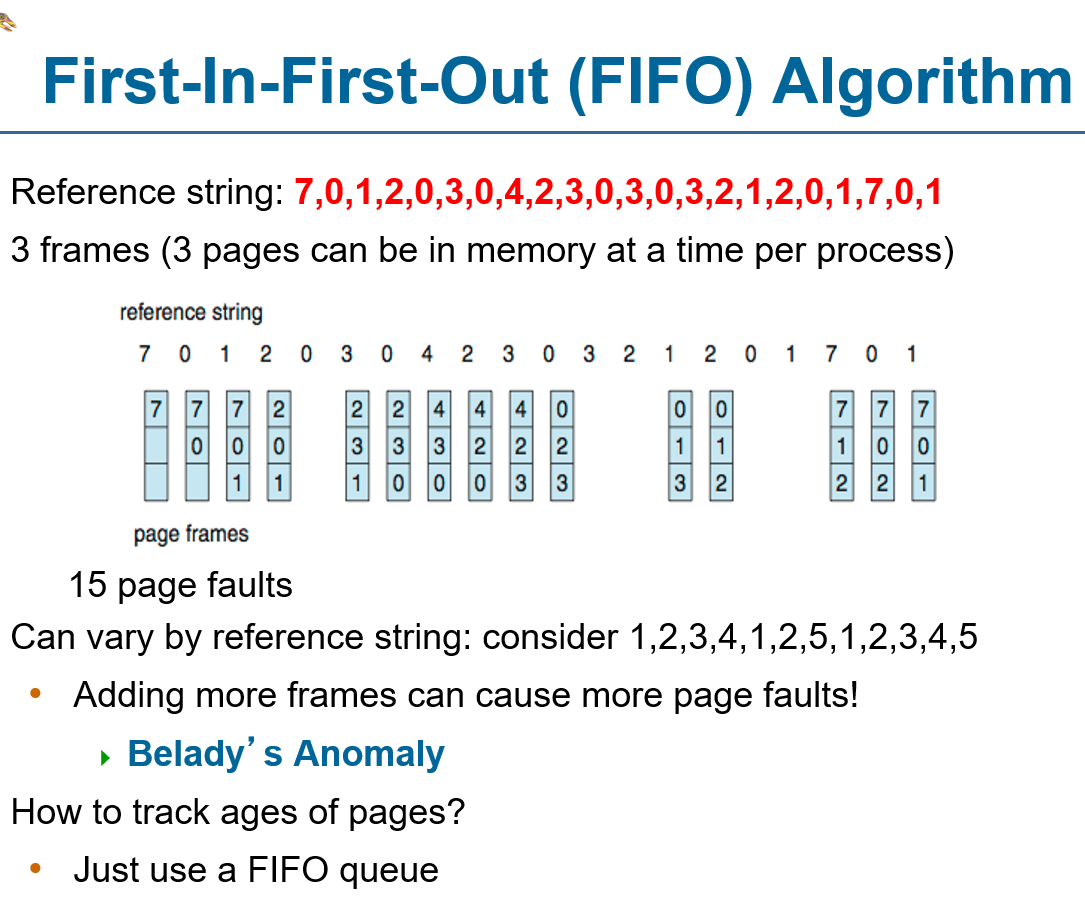


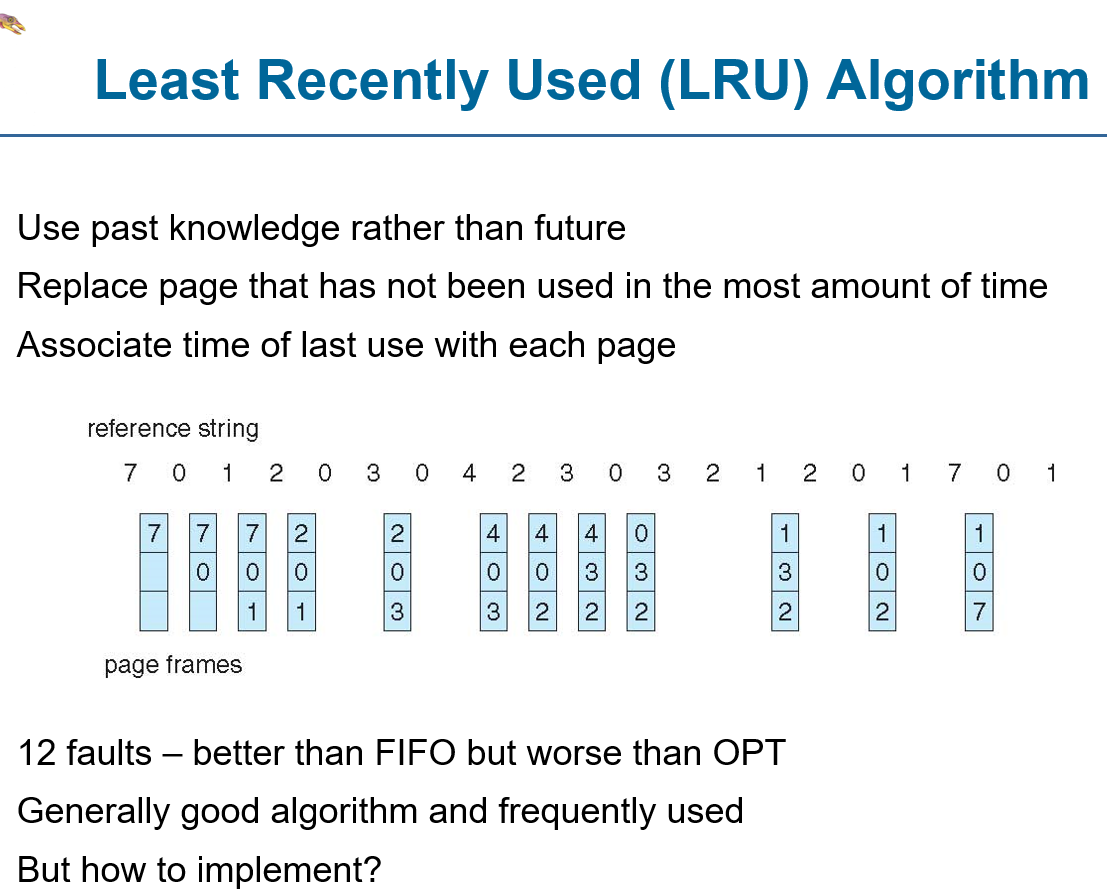
**Pages**

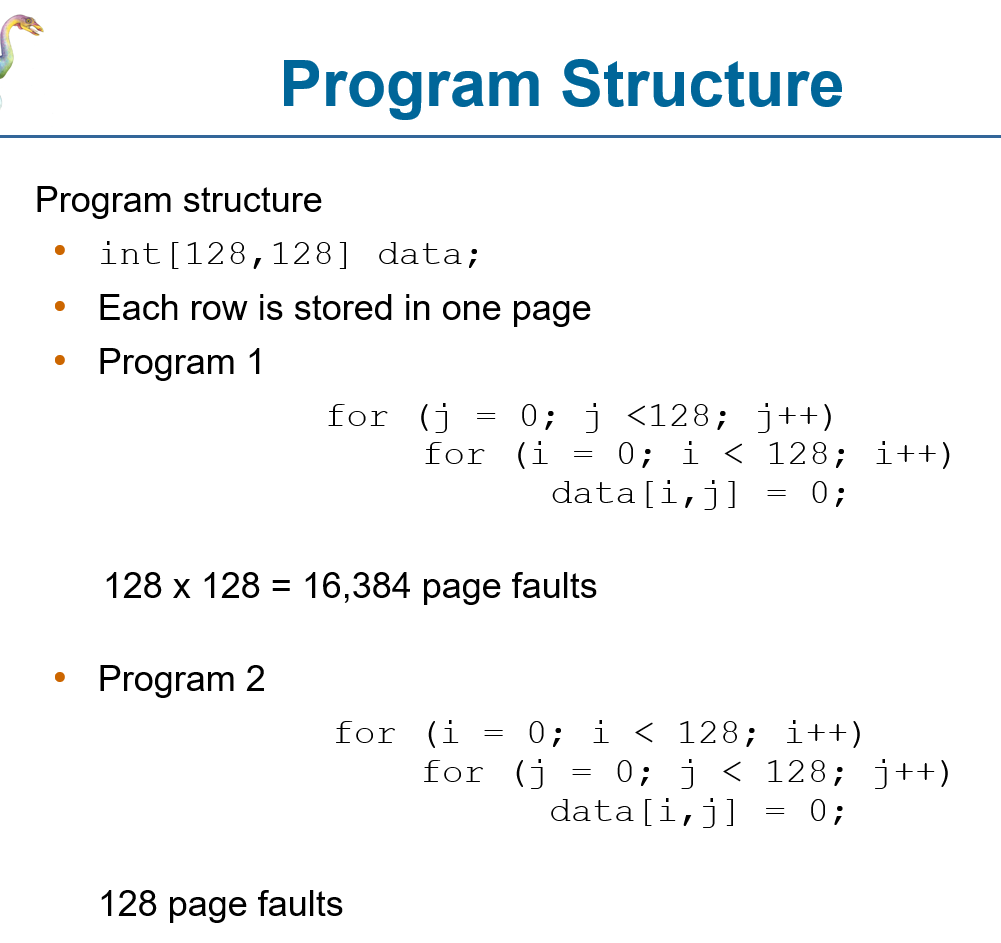
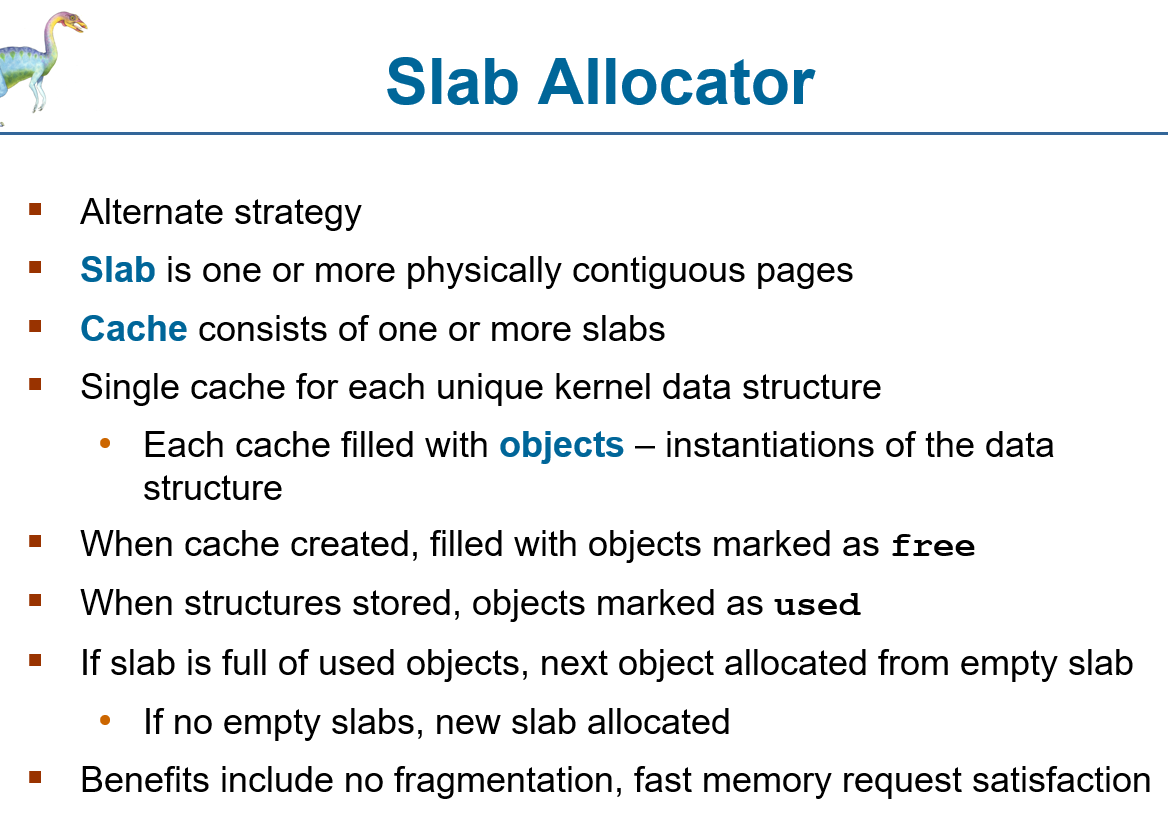
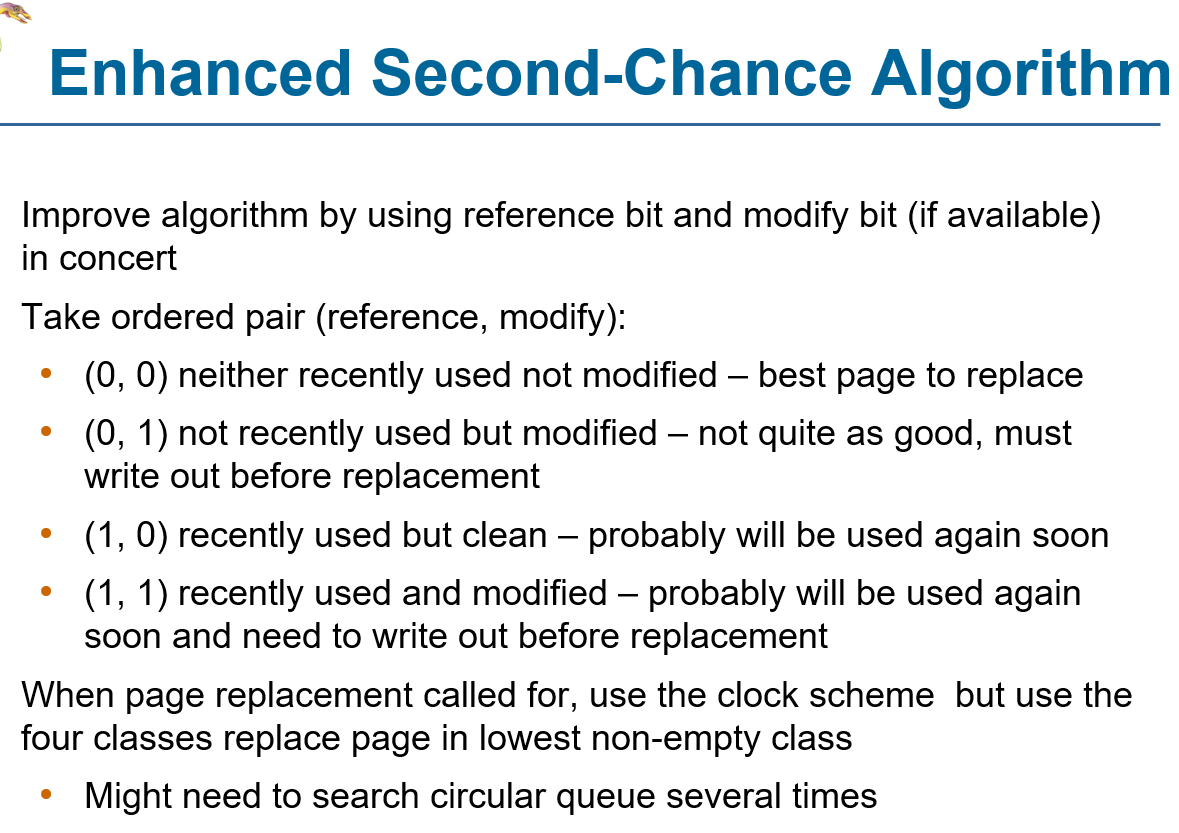




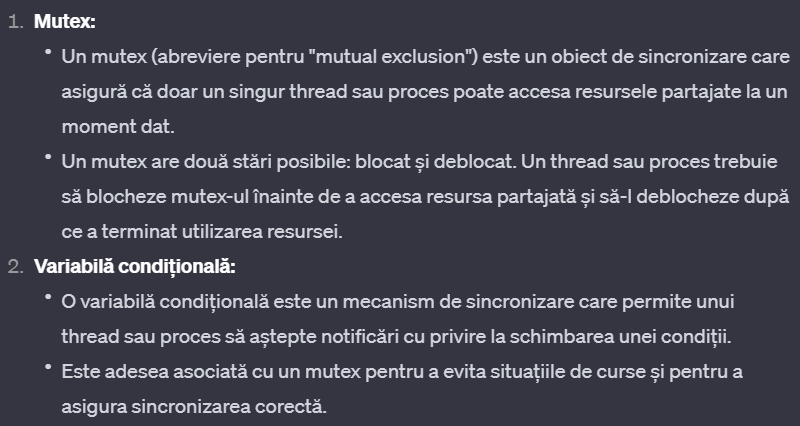
**Page Fauts + algoritmi**







**Mutex vs variabila conditionala**



**Directoare**

