**Activity six Questions**

1. What is a system call?

* A request made to the operating system to perform a hardware action
  1. Give some examples of system calls
* Display something on the monitor
* Handle a function in the program

1. What are libraries in a user program?

* The necessary recourses needed to run the program

1. Explain 5 different categories of system call.

* Process control – system calls for end/abort, load/execute, create/terminate, wait for time for process, allocate and free up memory after execution.
* File manipulation – system calls for manipulation of files.
* Device manipulation – system calls for I/O devices.
* Information maintenance – system calls for the maintenance of the information at any given state.
* Communication – system calls for communication within threads or multiple processes.

1. What is IPC and synchronization?

* IPC facilitates interprocess/interthred communication for data transfer, shared memory, and message.
* Synchronization is the solutions for handling interprocess/interthred sharing resources without encountering potential IPC problems by taking advantage of operating systems Synchronization facilities.

1. Explain semaphores.

* It is a non-negative integer variable.

1. Explain monitors

* It is one of the ways to achieve process synchronization

1. How are signals handled in operating systems?

* Signals are either killed or stopped with SIG KILL or SIG STOP, other than this the signals maybe caught and executed with a defined signal handler function