

# CprE 308 HW1

## Section 3

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1) A process is an instance of a computer program that contains the program code and state. A zombie process is a child process that has completed execution, but whose parent process has moved on, failing to delete it from the process table and leaving a defunct entry behind.

2) Monolithic kernel:

Pros: Optimized for speed and stability, exchanging data through global variables.

Cons: Very large - hard to wade through - and very easy to break.

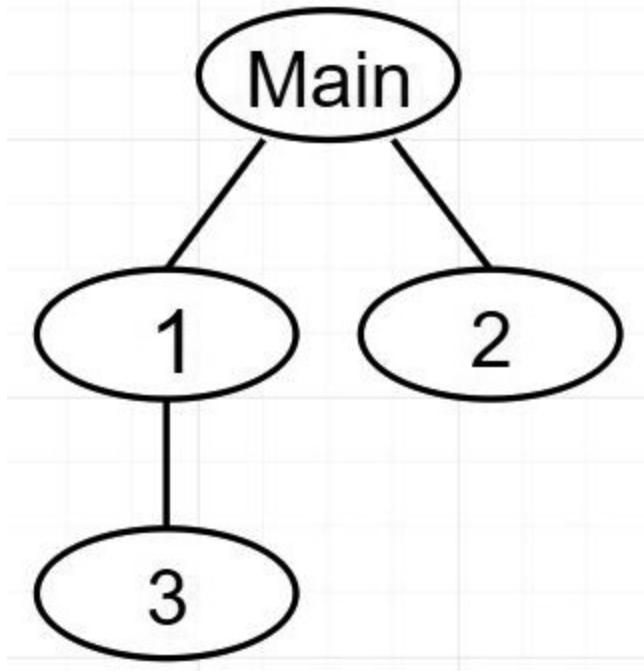
Microkernel:

Pros: Very easy to change, very hard to break.

Cons: Generally very slow, hard to work with larger data structures.

3) 1 frame for main + 13 for  $f = 14$  frames

4) Excluding the main process, the for loop creates 3 more: 2 from the main process's for loop, and one from a forked process's partial for loop.



5) "I am the parent", "I am the child", and "ERROR!" are all possible outputs.

1. "I am the parent" and "I am the child"
2. "Error!"

6)  $A = 0$ ,  $B = 2603$ ,  $C = 2603$ ,  $D = 2600$