



CS & IT ENGINEERING

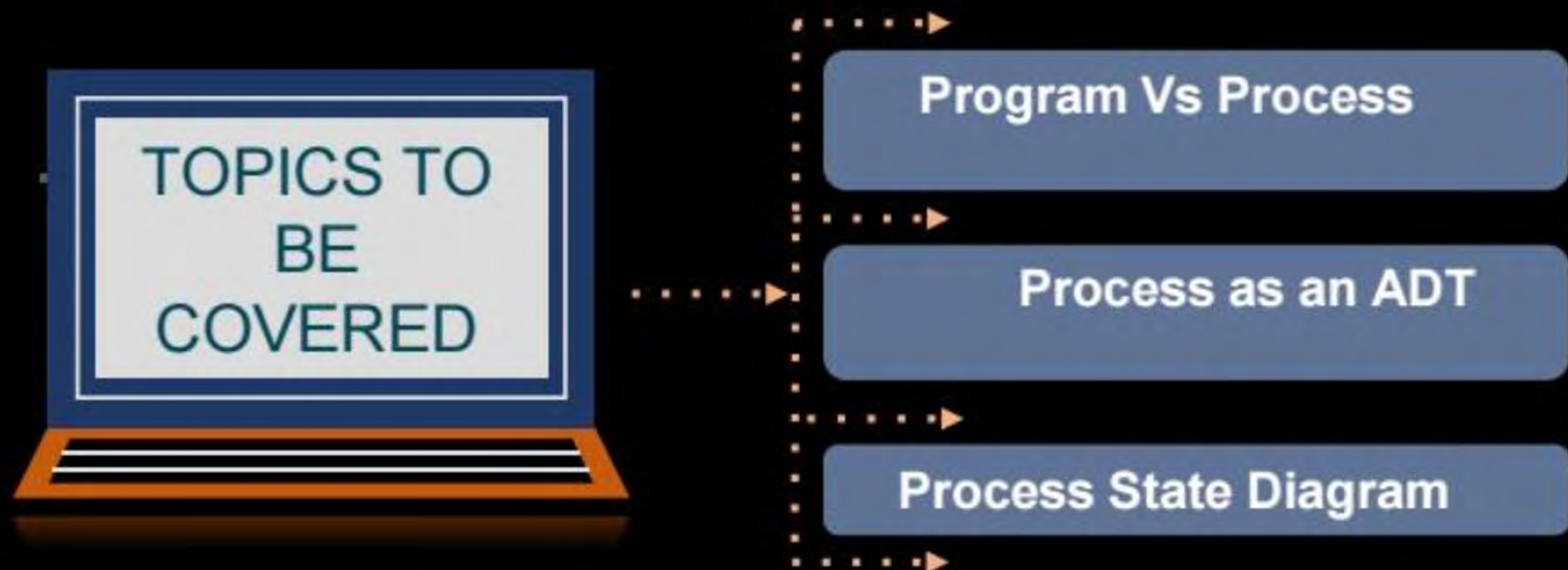
Operating Systems

Process Management

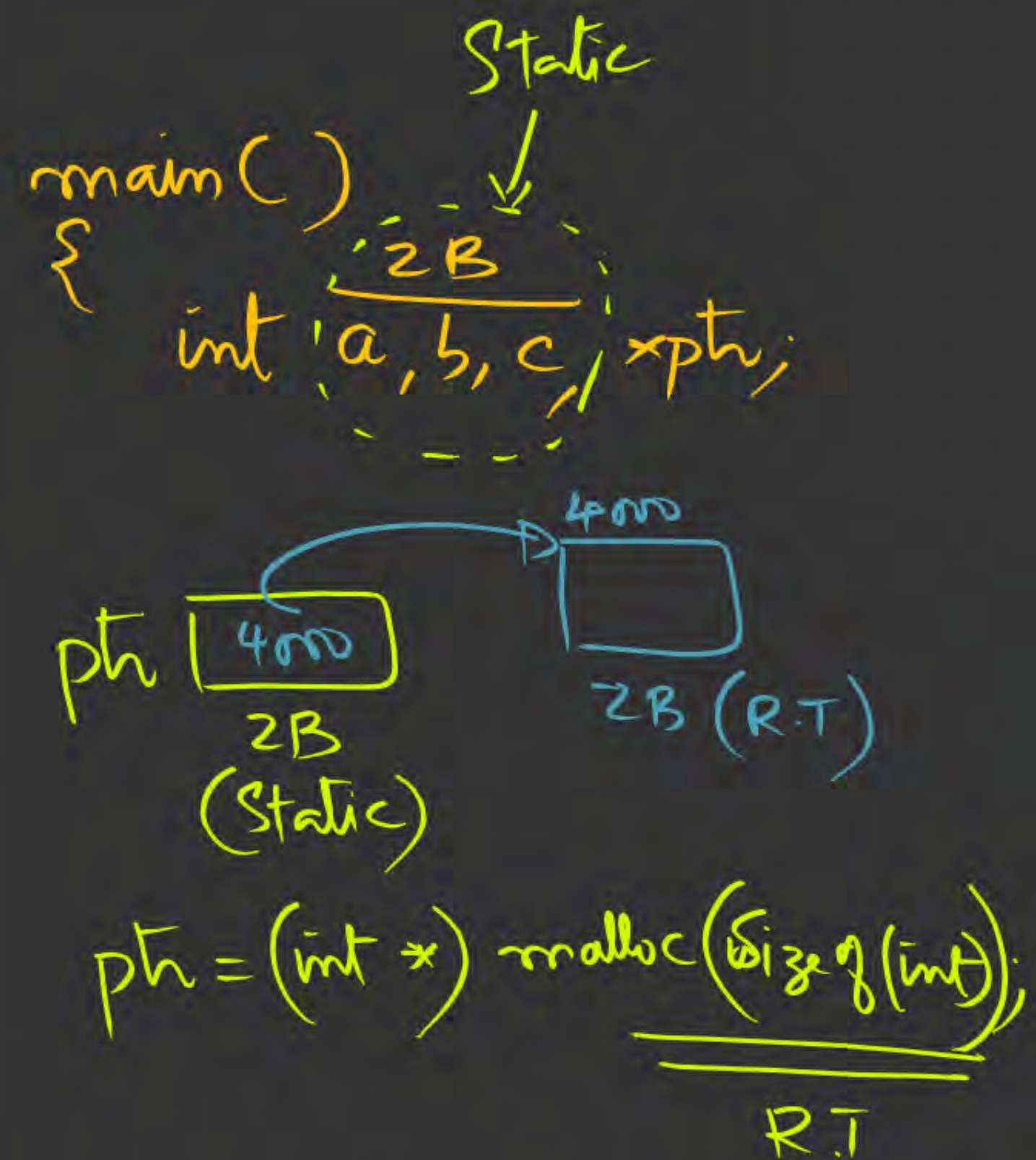
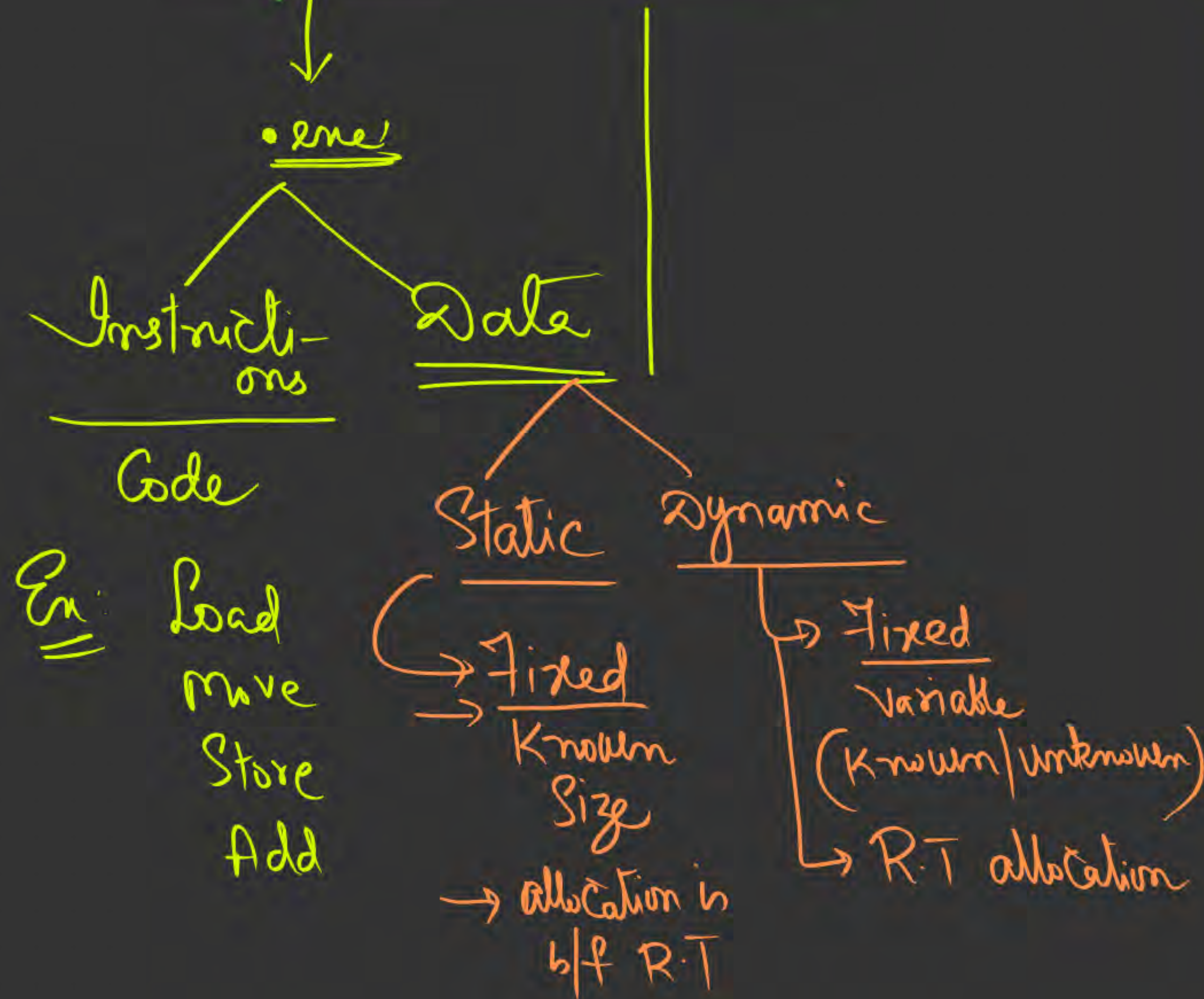
Lecture No. 1



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Program vs Process



Dynamic Arrays

```
main()  
{  
    int n, A[n];  
  
    scanf("%d", &n);  
    ;  
}
```

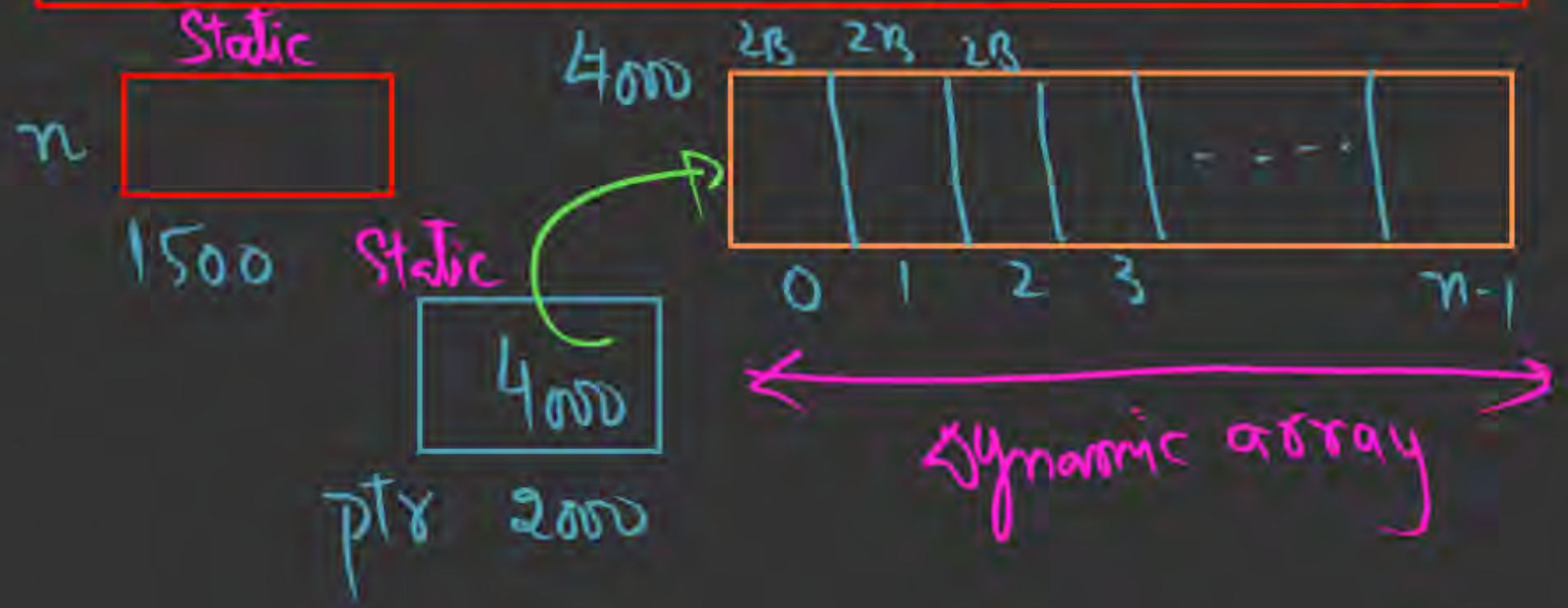
X

Simulate/Emulate the creation of dynamic arrays in C/C++...

```
main()  
{
```

```
    int n, *ptr;
```

```
    ptr = (int *) malloc(n * sizeof(int));
```

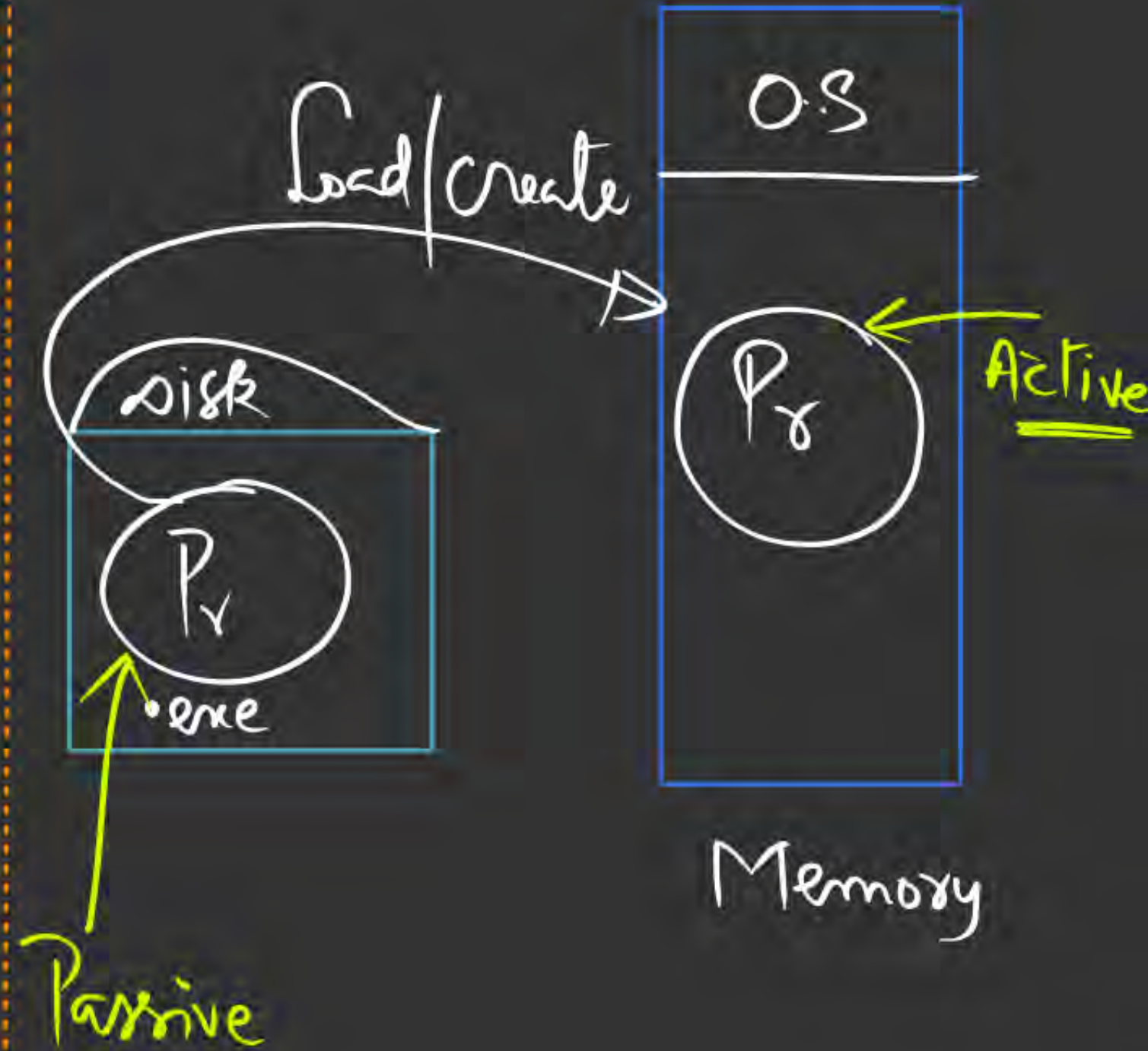


Process :

Defn :

- Program in execution
- Instance of a program
- Active entity
- Schedulable/dispatchable unit
- Locus of control (of O.S)
- Animated Spirit

utilizing resources
of Computer



int x;

main()

{

int a, b, c;

⋮

f(c);

}

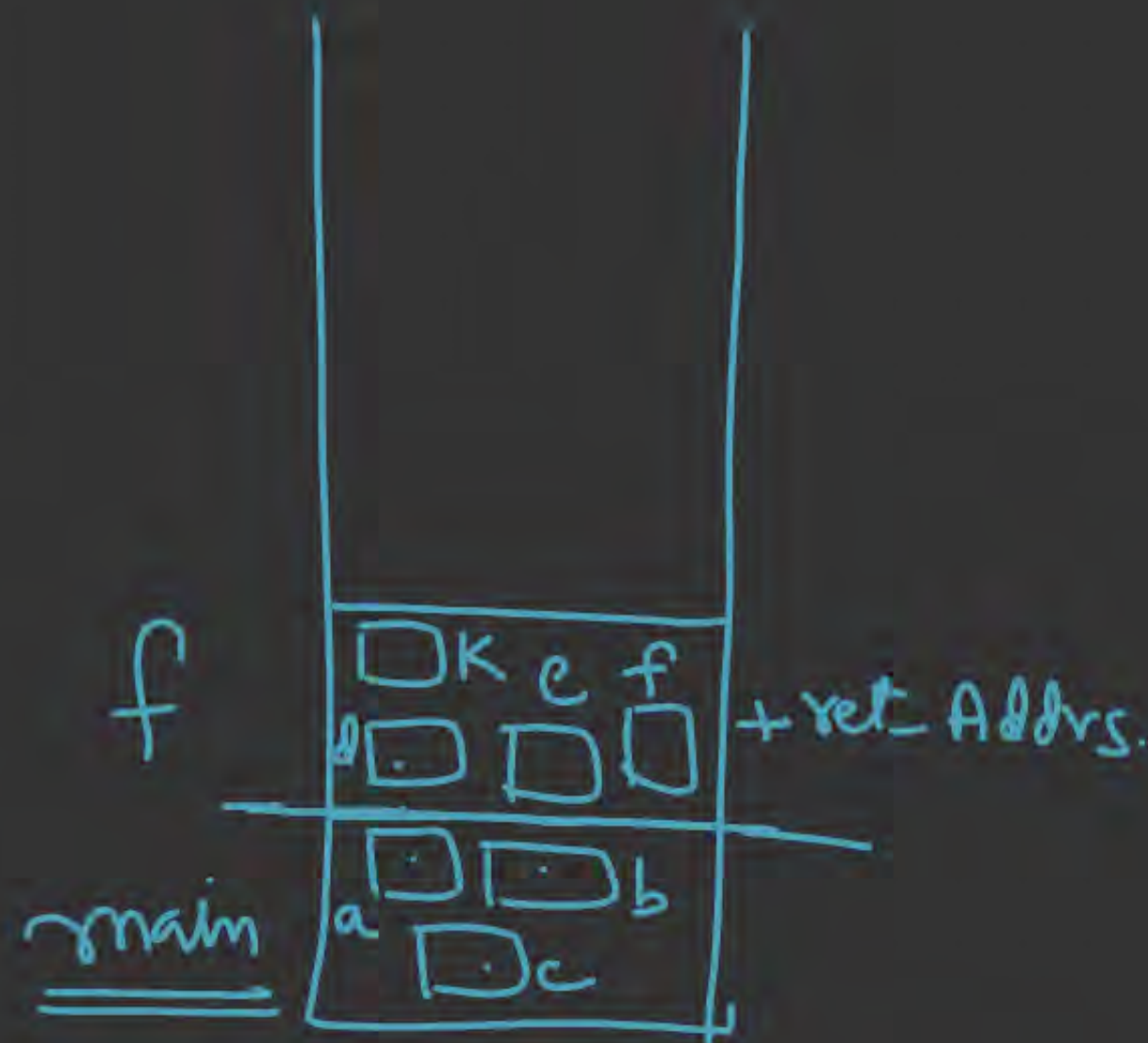
f(int k)

{

int d, e, f;

⋮

}



R.T. Stack

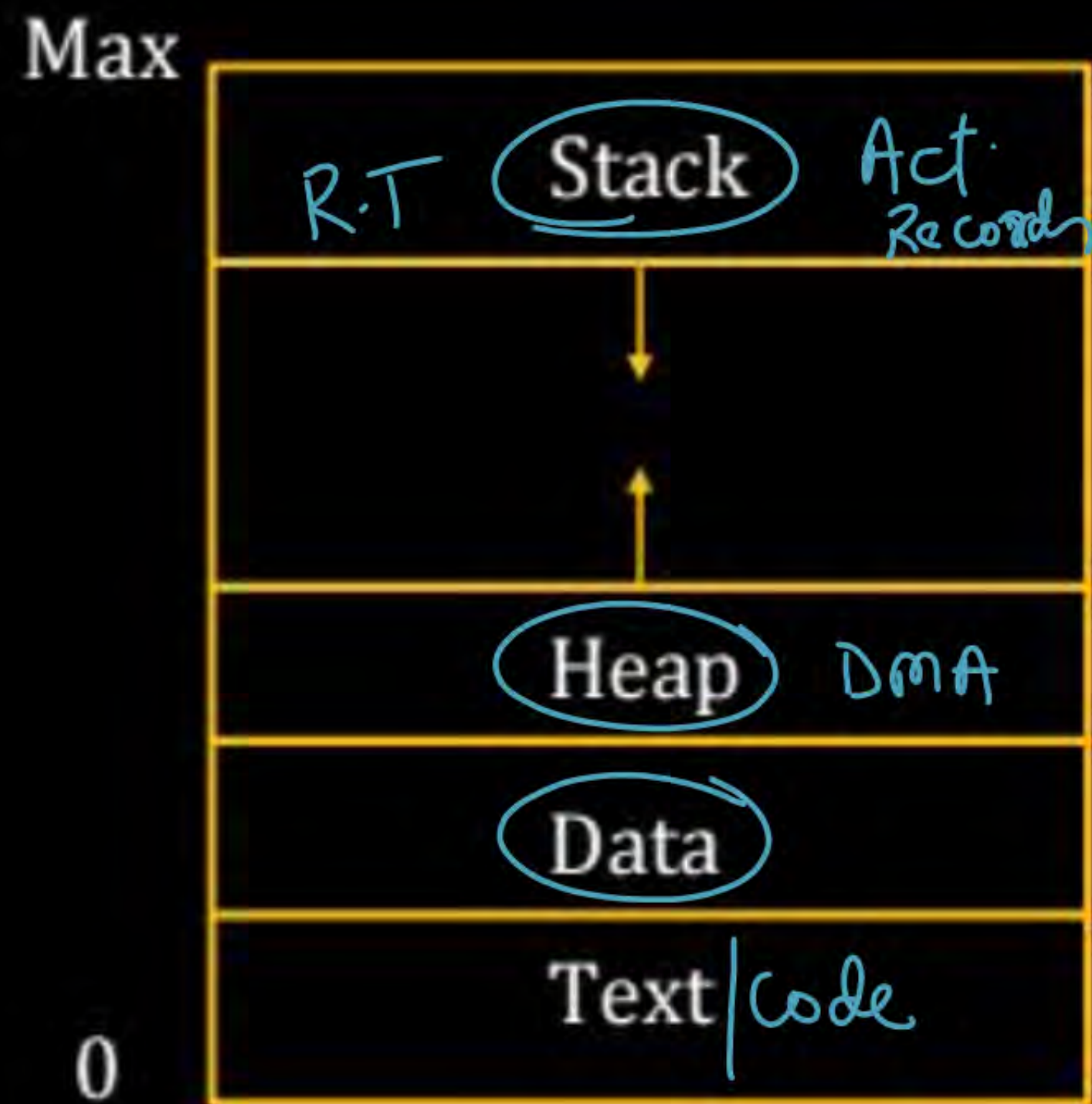
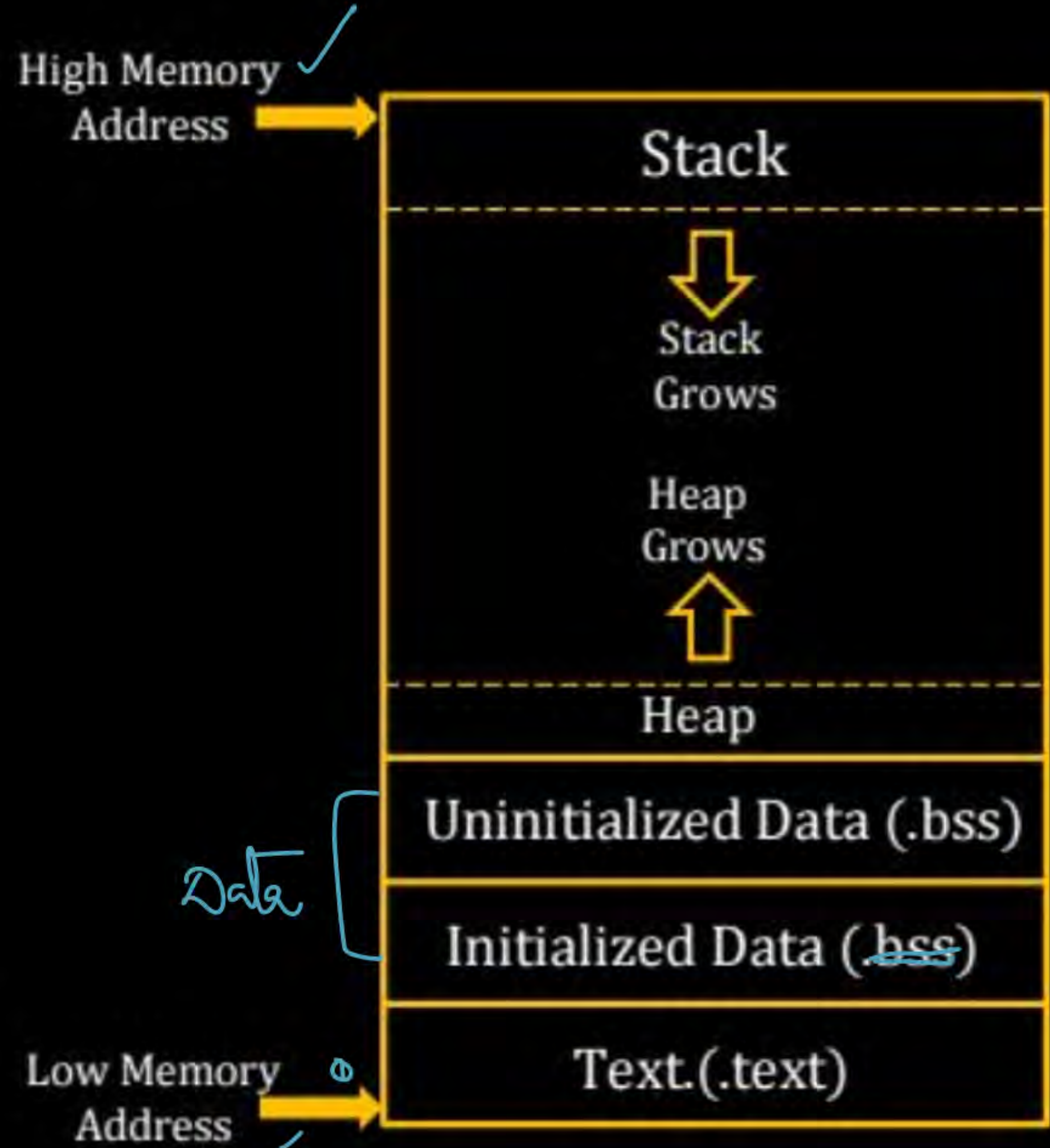


Figure: Process in the Memory



Process operations (o.s) : (functionality)

- (i) create(): Resource Allocation
- (ii) Schedule(): decision
- (iii) Run(): executing instructions on cpu
- (iv) Block(): Performing I/O operation
wait()
- (v) Suspend: Pushed out of Memory onto disk;
- (vi) Resume: Bring Process back from disk to Memory
- (vii) Terminate: Resource deallocation;

Process Attributes

1) Identification: Proc-id; Ppid; gop-id

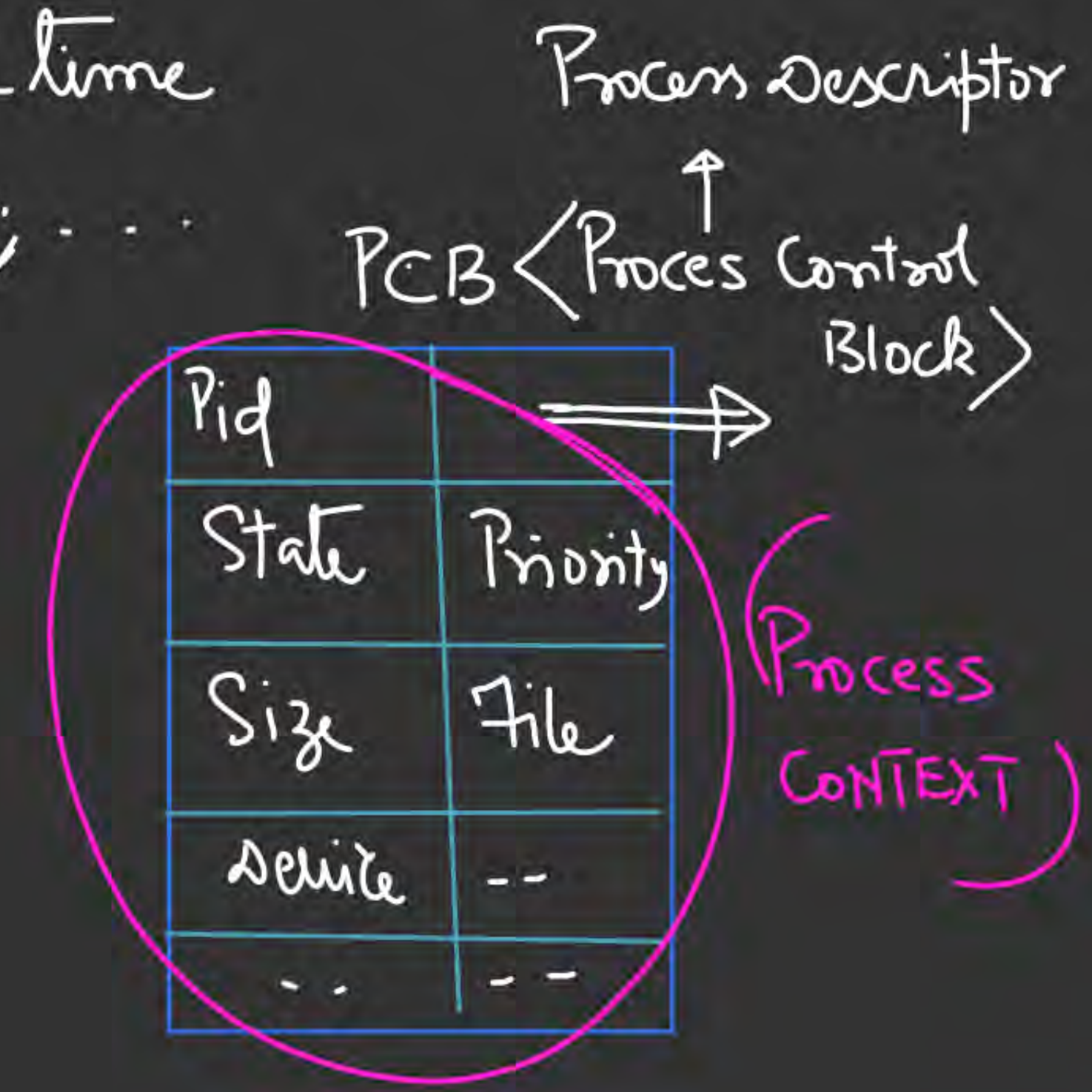
2) CPU: PC; gen-Register; Process-State; Priority;
Process-Type; Burst-time

3) Memory: Size; Memory limits; . . .

4) File: list of open files;

5) Device: " " " services;

6) Accounting: other resources . . .



P.C.B

Pointer	Process State
Process number (id)	
Process counter	
Registers	
Memory Limits	
List of open files	
...	

M.Pr < Pr
N.Pr

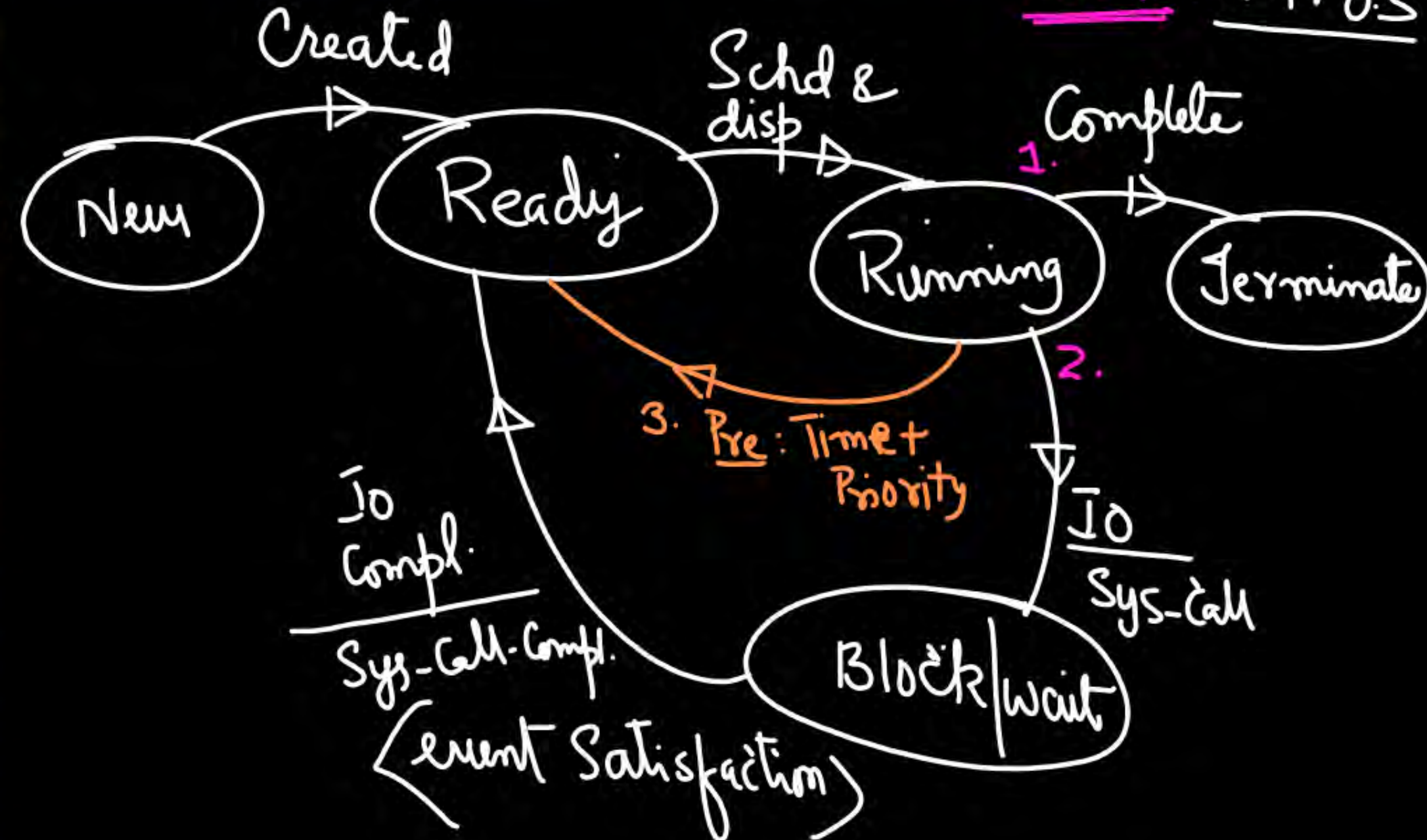
Process States & State -



Transition diagram:

< New ; Ready ; Running ; Block ; Terminate >

Non-Pr M.Pr o.s



Uniprogrammed O.S State-Diagram

