

- System calls are divided into two categories generally- Slow, and all the remaining ones.
- Slow ones can actually block forever the system.
- Slow ones like reads, writes, opens, reads and writes which require record locking. Though because of all these blocking there is a way to launch these operations in a non-blocking manner. That's where NonBlocking I/O comes handy.
- Question:- How would polling causes more wastage and this could be reduced by using Nonblocking descriptor, because in the nonblocking decriptor will also have to take care of few stuff right?
- Question:- Locking a section or a region in a file, How is that possible?
- Two types of lock:a shared read lock (l_type of F_RDLCK) and an exclusive write lock (F_WRLCK).
- The basic rule is that any number of processes can have a shared read lock on a given byte, but only one process can have an exclusive write lock on a given byte.