Writing 1

Processes for FreeBSD, Linux, and Windows all share the same conceptual identity of being at the core of a program, but all three of these platforms are designed and managed through vastly different approaches. For instance, each of the three systems use different default managing systems, more colloquially referred to as schedulers,

FreeBSD to Linux

Wow

Windows to Linux

Great

Conclusion

Overall, the processes from Windows and FreeBSD both have a lot of strong similarities to those that exist in Linux, but they also differ in some key ways. For FreeBSD, it contains a scheduling algorithm that that is unique to it, the algorithm allows it to reassign all its priorities as a process receives CPU time. Similarities between the two stem from being distant cousins, as Linux is a distant derivative of the Unix kernel that FreeBSD uses, they have nearly identical process structure, where the only differences appear to be in the algorithmic implementations. Windows