A2---

Start bunch of child processes using fork()

Token Ring Network System -Strategy

Compression -> let’s say there’s a multiple words ‘street’ in the file.

Then it replaces ‘street’ to \*(example) for the file so the size can be smaller.

Signals ->

1 HUP hangup: program is terminated gracefully. To terminal

2 INT interrupt

3 QUIT

4 ILL illegal instruction (wrong binary file)

5 TRAP trace trap ->

9 KILL kill process (different than quit, it doesn’t get interrupted. It will kill it nomatter what)

7 BUS bus error

11 SEGV segmentation violation

30 PWR power failure

15 TERM terminate process

10 USR1 user defined #1

12 USR2 user defined #2

Signal Handler’s body could be anything you like(you can code)

Signal returns the old signalHandler

So singal(SIGINT, signalHandler); -> settings for different signals.

Function name works like a pointer ( address)

&Function , Function -> both work.

Scheduling - > figuring out what process to be run next.

Time-slice used up :

while(1) - > it’s not gonna let users input

there’s time-slice limit ( maximum time of a process )

alarm-clock handler -> kicks in after the time-slice hits the limit

nice (negative) - > 빨리 해줘 (Priority high)

nice(positive) - > I am willing to wait ( priority low)