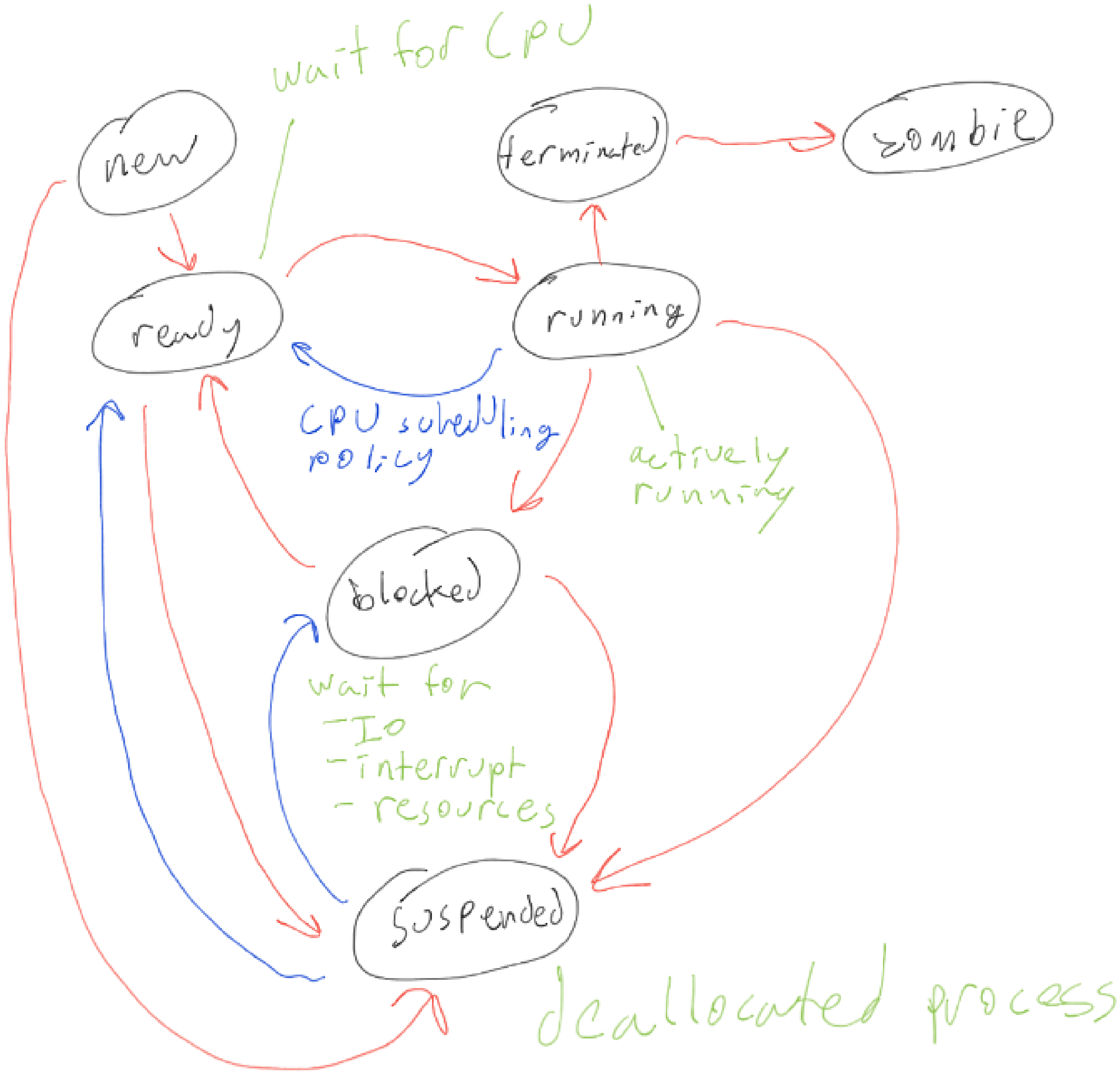
# Processes



fork() = create a duplicate process

- own copy of variable/memory
- parent = child pid
- child = 0

- returns twice

exec() = overlay process w/ new program
- PID is constant
- Code/stack/heap overwritten

wait() = parent waits for child to terminate
- returns immediately if no children are alive
- puts parent to sleep waiting for child's result

exit() = called after execution
- deallocates memory/OS structs
- takes ret value of process as arg
- checks if parent is alive
- cleans up zombies

kill() = terminate process
- sends signals
  - SIGHUP
  - SIGKILL
  - SIGCHLD
  - SIGUSR1
  - SIGUSR2

PCB

- Stack / SP
- register
- PC
- heap / HP

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