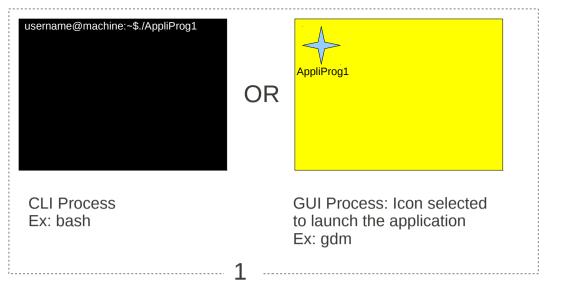


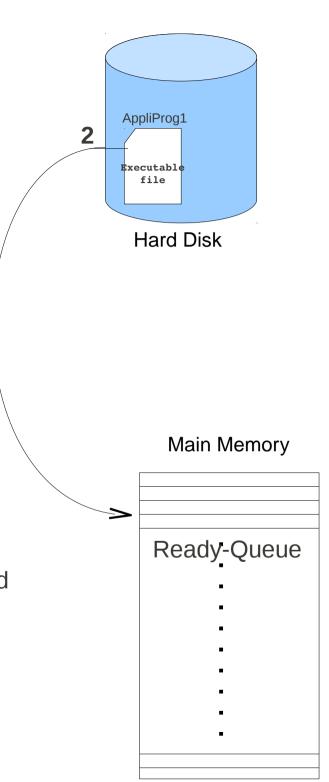
1. User launches "AppliProg1" via CLI or GUI

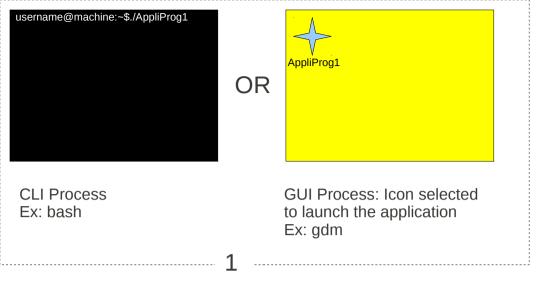


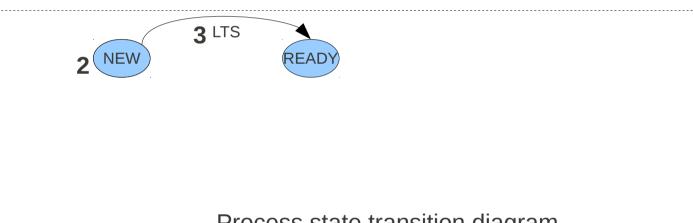
2 NEW

Process state transition diagram

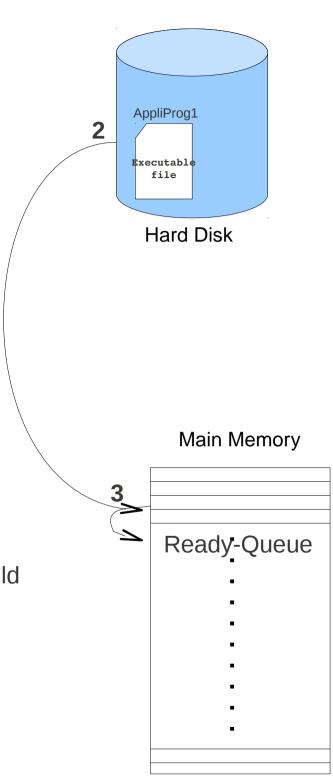
- 1. User launches "AppliProg1" either by CLI/GUI/...
- 2. The CLI/GUI process **fork/clones** to execute AppliProg1 as its child Now this process is in **NEW state.** Here prog loads into memory and process gets its PCB

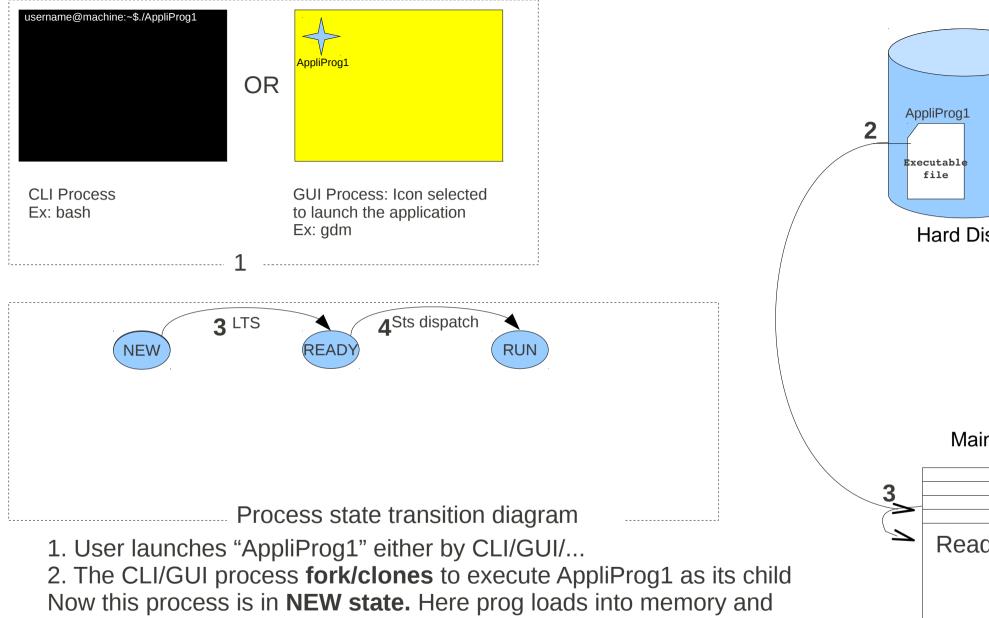






- 1. User launches "AppliProg1" either by CLI/GUI/...
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- 3. LTS moves this proc into Ready state into Ready-queue

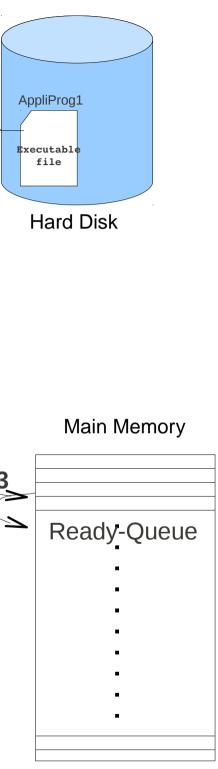


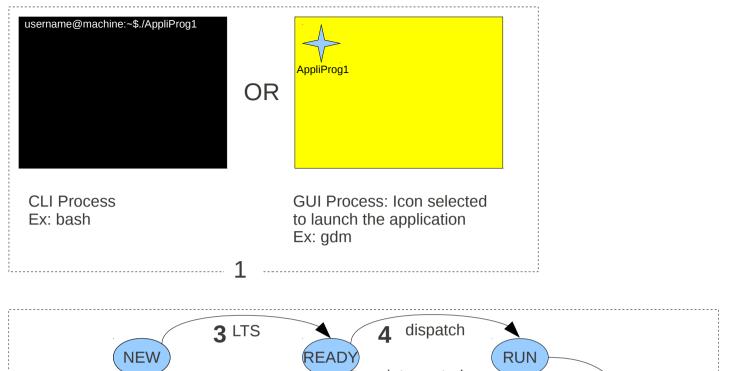


process gets its PCB

3. LTS moves into **Ready state** into Ready-queue

4. STS selects this "AppliProg1" for execution marking it as "Running State" based on the scheduling policy (ex: FCFS, PBS, SJF, etc.)





3 LTS

READY
Interrupted

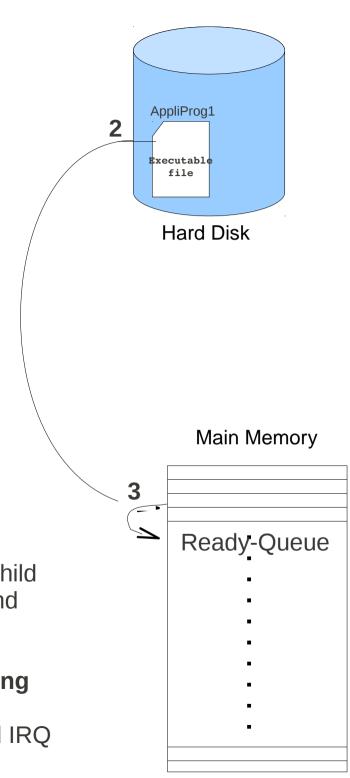
Wait I/O

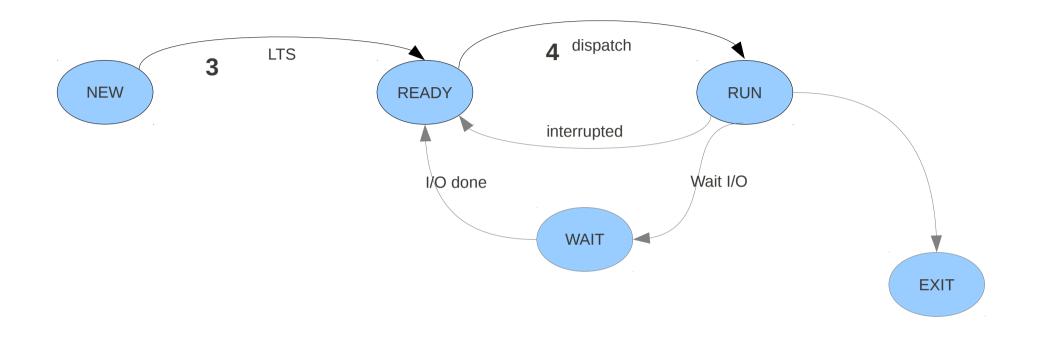
Process state transition diagram

1. User launches "AppliProg1" either by CLI/GUI/...

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- 4. STS selects this "AppliProg1" for execution marking it as "Running State" based on the scheduling policy (ex: FCFS, PBS, SJF, etc.)
- 5. The rest of process state diagram corresponds to I/O waiting and IRQ activities as discussed earlier in class.





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