Chapter 4 - Processes

- Program vs Process
- Process state
- Process Control Block (PCB)

Chapter 4 - Scheduling

- Queues
- Schedulers
- Context Switch

Chapter 4 - Creation and Termination

- Parent-child relationship
- Characteristics of child processes
- Information Transfer
- Example of system calls: `execve` and `fork`
- When and how are processes terminated?

Hoofstuke 4 - Cooperating Processes

- Why is cooperation required?
- Example: Producer-Consumer
- Data is shared (`buffer`)

Producer:

```
while (1) {
  while (((in+1) % BUFFER_SIZE) == out);
  buffer[in] = produce_item();
  in = (in+1) % BUFFER_SIZE;
}
```

Consumer:

```
while (1) {
  while (in == out);
  consume_item(buffer[out]);
  out = (out+1) % BUFFER_SIZE;
}
```


Chapter 4 - Communication

- Primitives: `Send` en `Receive`
- Link between proceses for communication
- Vloei van boodskappe: ?
- Direct communication: Disadvantages?

Chapter 4 - Indirect Communication

- Communication through ports
- How is a link established between processes?
- How does one create or locate a port?