# RACE CONDITION:

* Two or more processes competing for a single memory location.

# PROCESS SYNCHRONIZATION:

* In order for the processes to properly synchronize, we must follow 4 rules to make a proper mechanism:
  + Mechanism must have mutual exclusion i.e. allow only a single or certain number of processes in CS.
  + No Deadlock.
  + Must have bound wait i.e. if a process must not repeatedly enter the CS and starve other processes.
  + Our schemes must be platform or hardware independent.

# WHAT I HAVE STUDIED SO FAR:

* Definition of OS, PCB, 2-state, 5-state, 7-state process models.
* Types of Processor Scheduling: STS, MTS and LTS.
* Uniprocessor Scheduling Algorithms:
  + FCFS.
  + Round Robin.
  + Shortest Process Next.
  + Shortest Remaining Time First
  + Highest Response Ratio Next.
  + Multi-Level Feedback Queue.