1 Process

Vocabularies

1. **Process**
   - Is a program in execution
2. **Running Program**
   - Is a collection of coded software instructions that can be executed by a computer to perform a specific task
3. **Time Sharing**
   - Is a basic technique used by an OS to share a resource
   - Allows an entity to use the resource for a little while, and then a little while by another, and so forth

   Example

   CPU
4. **Space Sharing**
   - Is where a resource (space) is divided among those who wishes to use it

   Example

   Disk, and Memory
5. **Mechanism**
   - Is a low-level method or protocol that implement a needed piece of functionality.

   Example

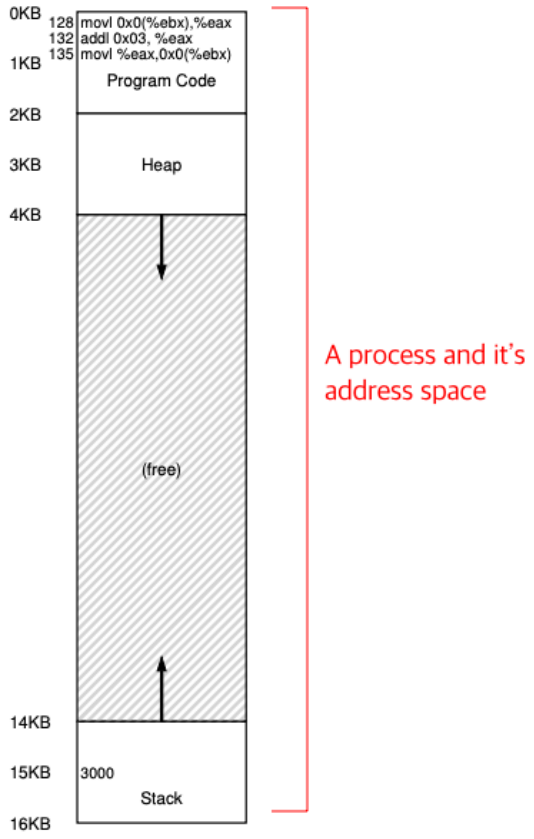
   Context Switching
6. **Policy**
   - Is an algorithm for making some kinds of decision within the OS

   Example

   Scheduling Policy. That is, what kind of program should the OS run?

7. **Address Space**

   - Is a range of discrete addresses where each corresponds to a memory cell

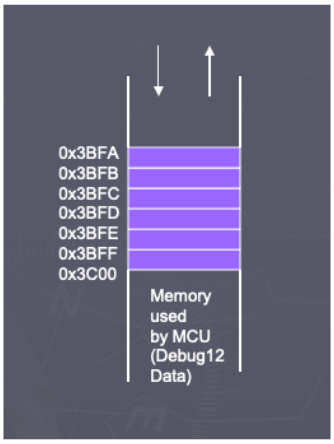


8. **Program Counter**

   - Is also called **Instruction Pointer**
   - Is a process register that tells which instruction of the program is currently being executed

9. **Stack Pointer**

   - Is a resgister that points to the location of last item placed in memory block



10. **Frame Pointer**
    - Is a reference pointer allowing a debugger to know where local variable or an argument is at with a single constant offset
11. **Program Stack**
12. **Program Heap**
13. **File Descriptors**
14. **Persistence**
15. **Process States**
16. **Process List**
17. **Context Switch**
18. **Process Control Block**
19. **Zombie State**