

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

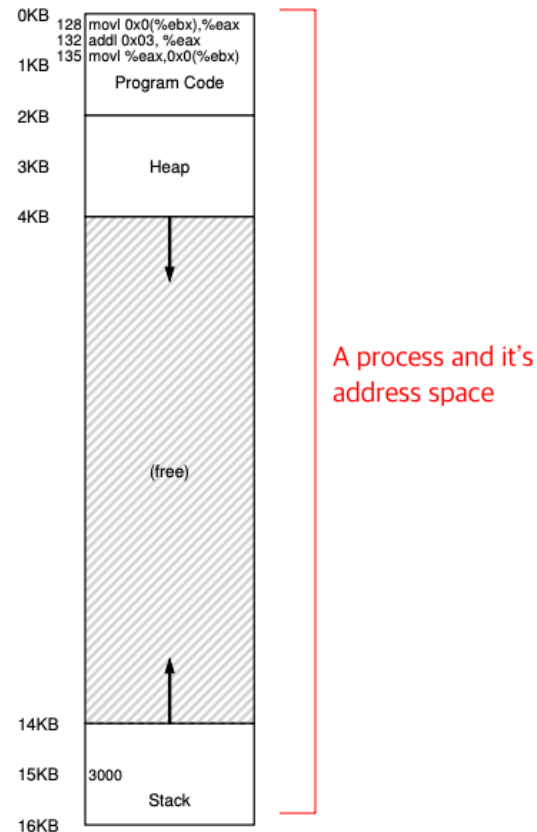
- Is an algorithm for making some kinds of decision within the OS

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

10. Frane Pointer

11. Program Stack

12. Program Heap

13. File Descriptors

14. Persistence

15. Process States

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| <ul style="list-style-type: none">16. Process List17. Context Switch18. Process Control Block19. Zombie State |
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