

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

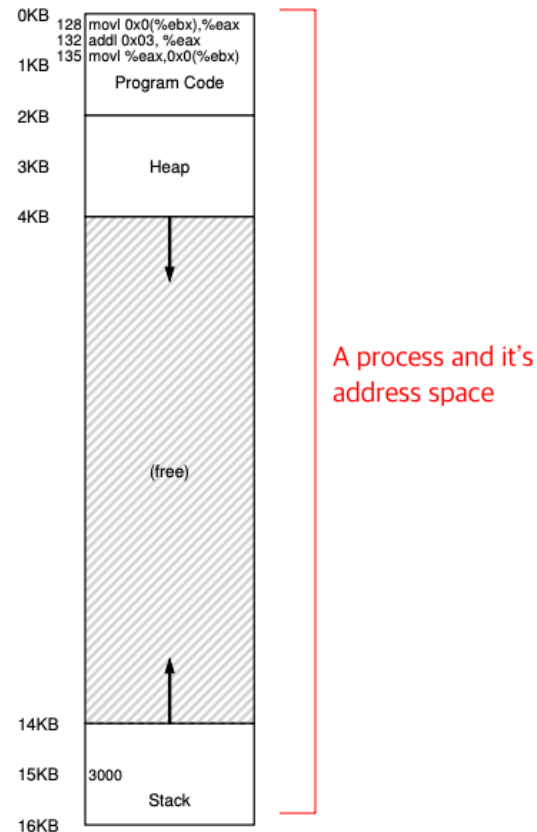
- Is an algorithm for making some kinds of decision within the OS

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

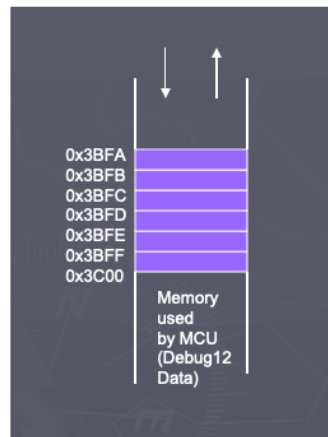


8. Program Counter

- 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 register 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

```
4.c:7:6: note: expected 'struct abc *' but argument is of type 'struct abc *'
void count_length(struct abc *_el);
```

↑
Frame Pointer

11. Eager Loading Process

- Is the process that loads all code and data before running the program

12. Lazy Loading Process

- Is the process that loads piece of code or data only as they are needed during program execution

13. Stack

- Is also called **runtime stack**, **automatic memory**
- Is a special region in computer's memory that temporarily stores local variables, function parameters, and return addresses
- Is managed by compiler

14. Heap

15. File Descriptors

16. Persistence

- 17. **Process States**
- 18. **Process List**
- 19. **Context Switch**
- 20. **Process Control Block**
- 21. **Zombie State**