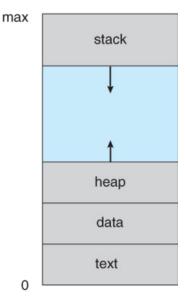
#### **Processes**

### **Processes**

- A **process** is a program loaded into main memory, ready for execution.
- The OS assigns **isolated memory** to each process, ensuring no process sneaks into another's memory like a nosy neighbor. This memory is divided into four segments:

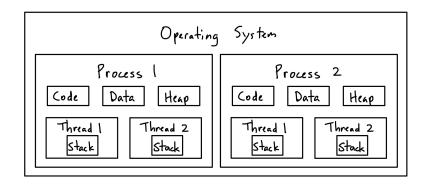


- 1. **Stack**: Contains local variables, parameters, and return addresses.
- 2. **Heap**: Used for dynamic memory allocation. (The program's storage unit.)
- 3. **Data**: Stores global variables, arrays, and structures. It's split into:
- BSS (Block Started by Symbol): For uninitialized variables.
- Data: Contains initialized variables.
- 4. **Text**: The program's compiled machine code.

# • Memory Growth:

- o The stack and heap grow toward each other.
  - Stack Overflow: When the stack crosses the line into the heap.
  - Heap Overflow: When the heap pushes into the stack.

### **Threads**



- A process contains at least one thread.
- A **thread** is the smallest unit of execution within a process and shares the process's memory space.
- Each thread has its own stack within the allocated memory of the process.
- Thread Levels:
  - o Threads operate at both user-level and kernel-level.
  - In a multi-threaded environment, thread management can follow these models:
    - Many-to-One
    - One-to-One
    - Many-to-Many
       (Honestly, I skipped reviewing these because I know I won't remember during an interview.)

## **Process Control Block (PCB)**

- The **Process Control Block (PCB)** is a data structure used by the OS to manage process metadata. It's like the process's personal file folder, filled with everything the OS needs to know.
- Key elements of the PCB include:
  - o PID (Process ID): A unique identifier for the process.
  - Parent PID: The ID of the parent process.
  - Child PID: The ID of any child processes.
  - PC (Program Counter): The location of the next instruction to execute.
  - Memory Limits: Defines the boundaries of the process's memory.
  - Other Metadata: Includes process state, scheduling info, and I/O status.