**Understanding:**

* fork

Duplicates a process. The duplicated process is called a child of the calling process.

* stat

Returns information about a file. Normally no permission is required.

1. The path to a file
2. A structure which acts as a buffer

* kill

Can be used to send any signal to any process group or process.

1. The process ID (pid) of a process
2. The signal to be sent

* mmap

Creates a new mapping in the virtual address space of the calling process.

1. The starting address for the new mapping
2. The length of the mapping
3. An enum for memory protection
4. Determines whether updates to the mapping are visible to other processes mapping the same region, and whether updates are carried through to the underlying file
5. An offset

* chmod

Changes the mode of a file

1. The path to the file
2. The new mode

* waitpid

Wait for state changes in a child of the calling process, and obtain information about the child whose state has changed

**Fails:**

* fork

Cannot allocate memory for the child. The ressource limit was reached (CPU or Ram)

* exec

When errors occur. Returns -1 and sets erno to the error

* unlink

Write access not given, file path is wrong, file path is already being used by system

* read

The file descriptor is false or data is not set to reading

* mount

The source is already mounted on filesystem or pointer was too large

* chmod

The path is not reachable

* kill

the signal is invalid

**Traps**

A trap, also known as an exception or a fault, is typically a type of synchronous interrupt typically caused by an exceptional condition (e.g., breakpoint, division by zero, invalid memory access). A trap usually results in a switch to kernel mode, wherein the operating system performs some action before returning control to the originating process. A trap in a system process is more serious than a trap in a user process, and in some systems is fatal. In some usages, the term trap refers specifically to an interrupt intended to initiate a context switch to a monitor program or debugger.

Deriving from this original usage, trap is sometimes used for the mechanism of intercepting normal control flow in some domains.

In SNMP, a trap is a type of PDU used to report an alert or other asynchronous event about a managed subsystem