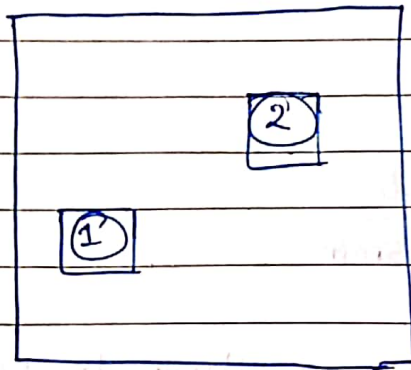# MULTIPLE THREADS OF EXECUTION AND PROCESS UTILIZATION

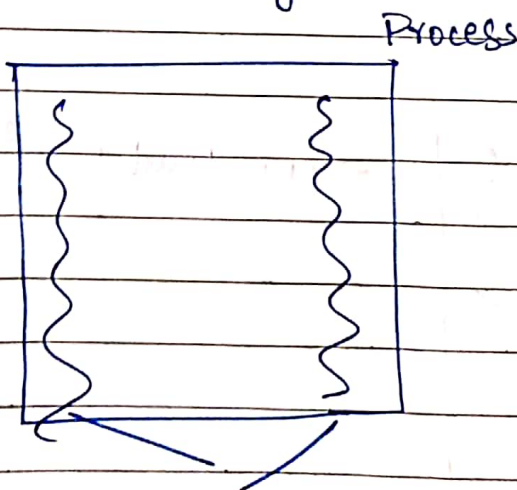## Threads:

① The position of the player is updating.
② The position of the player is sent to the inter

Editor

① Editing
② AutoSaving

Process

Multiple threads
of Execution

Threads ⟶ Lightweight processes

Way to check how many threads our processes
is having ⟶ ps ‑m ps m

Load Average:

eg: 0.24, 1.50, 1.26

How much   1min 5min   15min
(CPU load)

↳ Avg number of processes waiting to be executed
by the CPU.

1 core CPU

⟶ CPU load 1
⟶ CPU load 2
⟶ CPU load 0.5
⟶ CPU load (very less)

4 core CPU

⟶ CPU load 1 ⟹ 25%

Logging :

↳ All of the events happening in our system are saved in a file in a human readable format and these files are known as log.

→ logs are stored in /var directory.

syslog ⟶ systemlogger
   ↳ syslogd

/var/log/syslog

Sending messages manually into the logs:

logger -s "Please subscribe

log files to view:
   ls /var/log

logrotate → managing log files