# Formula Sheet

## C:\Users\Hp\Downloads\cricil\lecture notes\input\l6.pdf

*d = wait(&status); ❖ If no parent waiting (did not invoke wait()) process is a zombie ❖ If parent terminated without invoking wait , process is an orphan*

*t - switch time is overhead*

Variables:

time: overhead; the system does no useful work while switching ❖ Time dependent on hardware support Multitasking in Mobile Systems

*s - controlled via user interface*

*g - running tasks like audio playback Multi - process Application*

*g - in process for each type of plug - in Process Management*

*r - process Communication*

*d / receive*

*i - directional link*

*i - directional Indirect Communication*

*n - blocking*

Variables:

blocking: considered asynchronous ❖ Non-blocking send -- the sender sends the message and continue ❖ Non-blocking receive -- the receiver receives: ❖ A valid message, or ❖ Null message Buffering

*d -- the sender is blocked until the message is received*

*e -- the receiver is blocked until a message is available Synchronization*

*n - blocking is considered asynchronous*

Variables:

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*n - blocking send -- the sender sends the message and continue*

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*n - blocking receive -- the receiver receives*

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*l - section problem*

*s - synchronization problems*

*r - Consumer Problem*

*d - buffer places no practical limit on the size of the buffer*

*d - buffer assumes that there is a fixed buffer size Bounded - Buffer*

*d \cdot / while(((in + 1)*