

Multi processing VS Multi programming VS Multi Threading:

<https://www.geeksforgeeks.org/difference-between-multitasking-multithreading-and-multiprocessing/#:~:text=Multiprogramming%20%E2%80%93%20A%20computer%20running%20more,is%20an%20extension%20of%20multitasking.>

Interrupts, Traps, Signals:

<https://pediaa.com/difference-between-trap-and-interrupt/>

Deadlock:

<https://www.geeksforgeeks.org/introduction-of-deadlock-in-operating-system/>

https://www.cs.uic.edu/~jbell/CourseNotes/OperatingSystems/7_Deadlocks.html

system call vs library call:

<https://pediaa.com/what-is-the-difference-between-system-call-and-library-call/#:~:text=A%20system%20call%20is%20implemented,defined%20in%20a%20programming%20library.>

Process control block:

<https://www.includehelp.com/operating-systems/process-control-block-in-operating-system.aspx>

Schedulers:

<https://www.guru99.com/process-scheduling.html#2>

Pipe and FIFO:

<https://vivadifferences.com/difference-between-pipe-and-fifo-inter-process-communication/>

process vs thread:

<https://www.guru99.com/difference-between-process-and-thread.html#:~:text=Process%20means%20a%20program%20is,takes%20less%20time%20for%20creation.>

User and kernel level thread:

<https://www.tutorialspoint.com/user-level-threads-and-kernel-level-threads>

scheduling:

<https://www.studytonight.com/operating-system/cpu-scheduling>

synchronization:

<https://www.guru99.com/process-synchronization.html>

Difference between Deadlock and Starvation in OS:

<https://www.geeksforgeeks.org/difference-between-deadlock-and-starvation-in-os/#:~:text=Starvation%20is%20the%20problem%20that,from%20ever%20getting%20the%20CPU.>

Address binding:

<https://www.geeksforgeeks.org/address-binding-and-its-types/>

paging and segmentation:

<https://www.enterprisestorageforum.com/storage-hardware/paging-and-segmentation.html#:~:text=Paging%20is%20a%20memory%20management,sized%20address%20spaces%20called%20segments.&text=Paging%20and%20segmentation%20are%20processes,from%2C%20a%20computer's%20storage%20disk.>

Hit and miss ratio:

<https://wp-rocket.me/blog/calculate-hit-and-miss-ratios/#:~:text=A%20hit%20ratio%20is%20a,content%20requests%20that%20were%20received.>

Overlay:

<https://www.geeksforgeeks.org/overlays-in-memory-management/>

Swapping

Swapping is a mechanism in which a process can be swapped temporarily out of main memory (or move) to secondary storage (disk) and make that memory available to other processes. At some later time, the system swaps back the process from the secondary storage to main memory. Though performance is usually affected by swapping process, but it helps in running multiple and big processes in parallel and that's the reason Swapping is also known as a technique for memory compaction.

Mutex vs semaphore:

<https://www.tutorialspoint.com/mutex-vs-semaphore#:~:text=Mutex%20is%20a%20mutual%20exclusion%20object%20that%20synchronizes%20access%20to%20a%20resource.&text=A%20Mutex%20is%20different%20than,be%20used%20as%20a%20semaphore.>