1. A context switch is a switch from one process to another. One process will enter the waiting state, and the switched-to process will enter the Ready state, eventually reaching running. The stack pointer and program counter is saved into the program control block.
2. The difference between a process and a thread is that a process is an exact copy of the variables and registers, such that the forked processes occupy two different virtual address spaces. A thread is an abstraction of a running portion of code that does not block i/o operations and occupies a shared address space.
3. FCFS is first come first served. It uses a queue for jobs, executing them in the order which they arrive.   
   Round Robin utilizes the concept of time slicing. Each process is preempted by this scheduler with a timer.  
   Shortest Job First schedules the job with the least CPU instructions before any IO or termination  
   MLFQ is a scheduling algorithm at each priority level.
4. An IO bound process is a process that is mostly waiting for IO. A CPU bound process is a process that is waiting for CPU.
5. A user level thread is a thread that is created without the knowledge of the OS, in user space.  
   A kernel level thread is a thread created through a syscall