

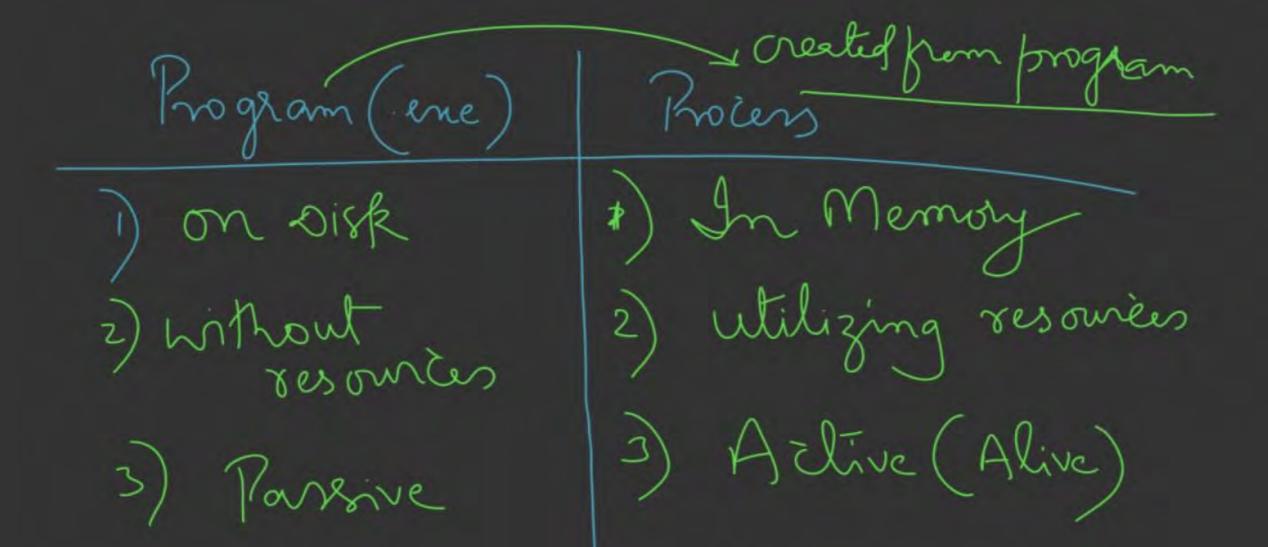
Today's Goal



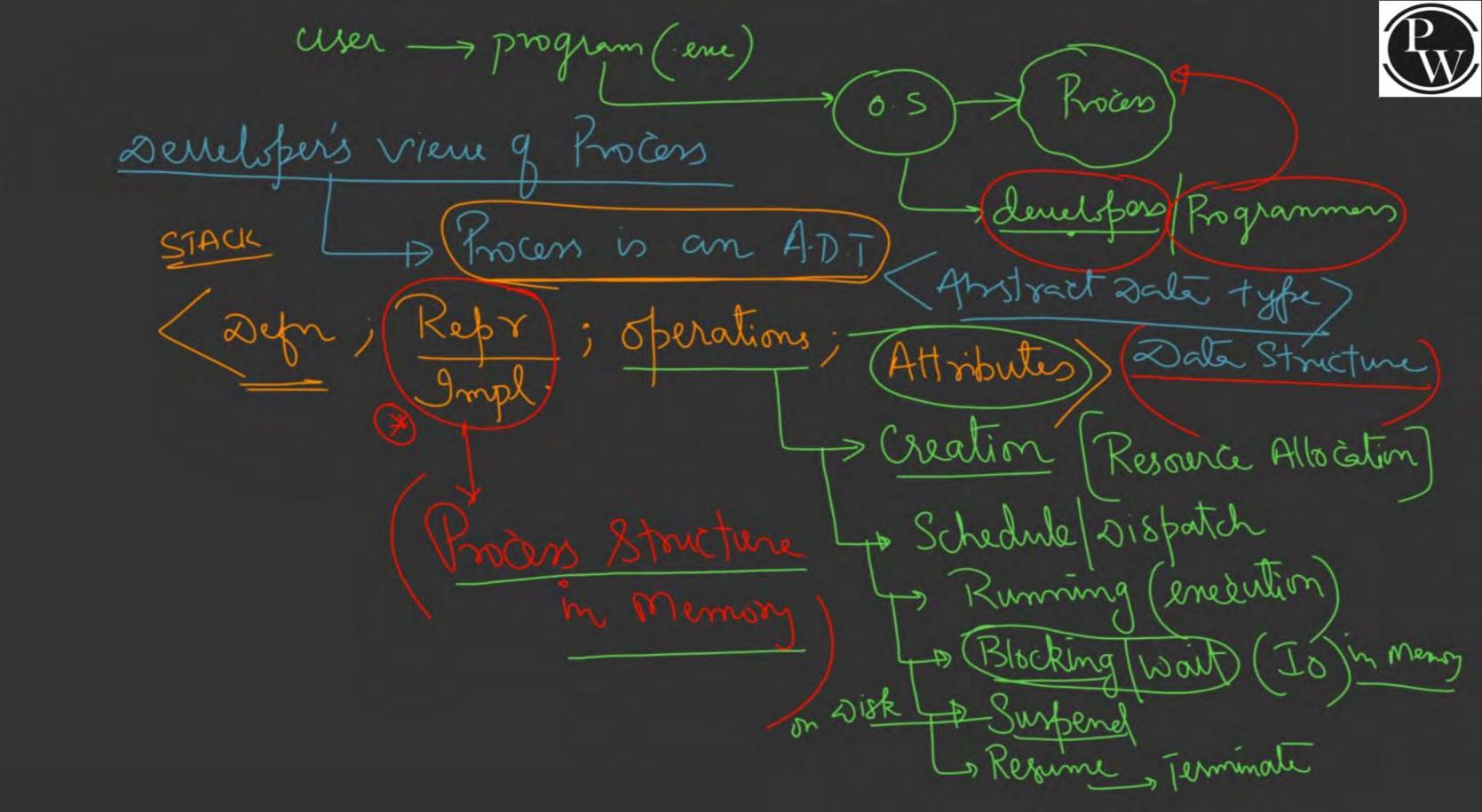
Program v/s Process
Process as ADT
Process State Transition
Diagram

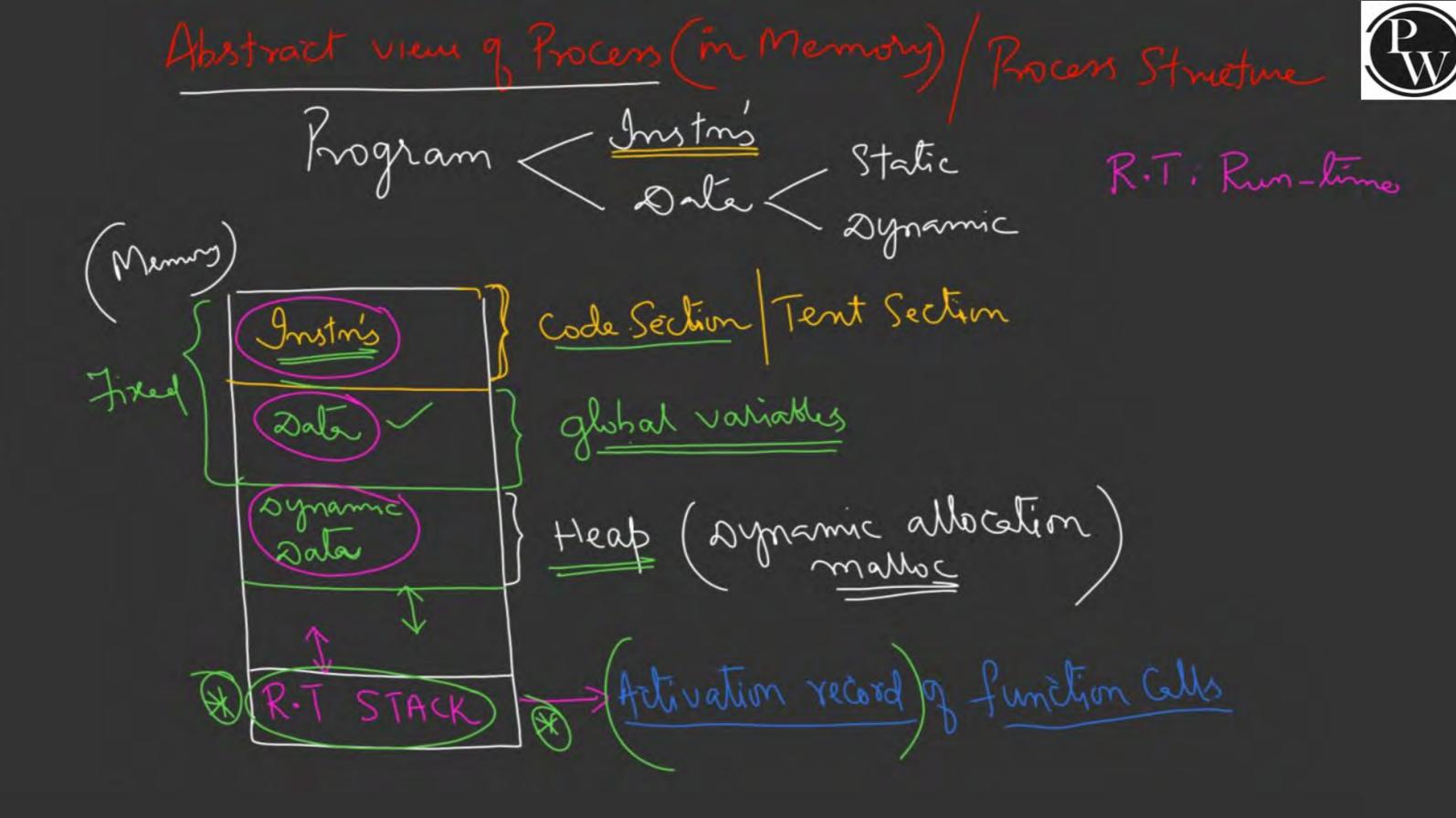
Process Concepts: court Io Julilizing Resources of a Computer rogram vs Process System Memor 1 Rogram in execution Delms Rocente +> Enstance q a program; of, Roge punit of cpu utilization Process + Active entity The Schedulable Dispatchable unit 105

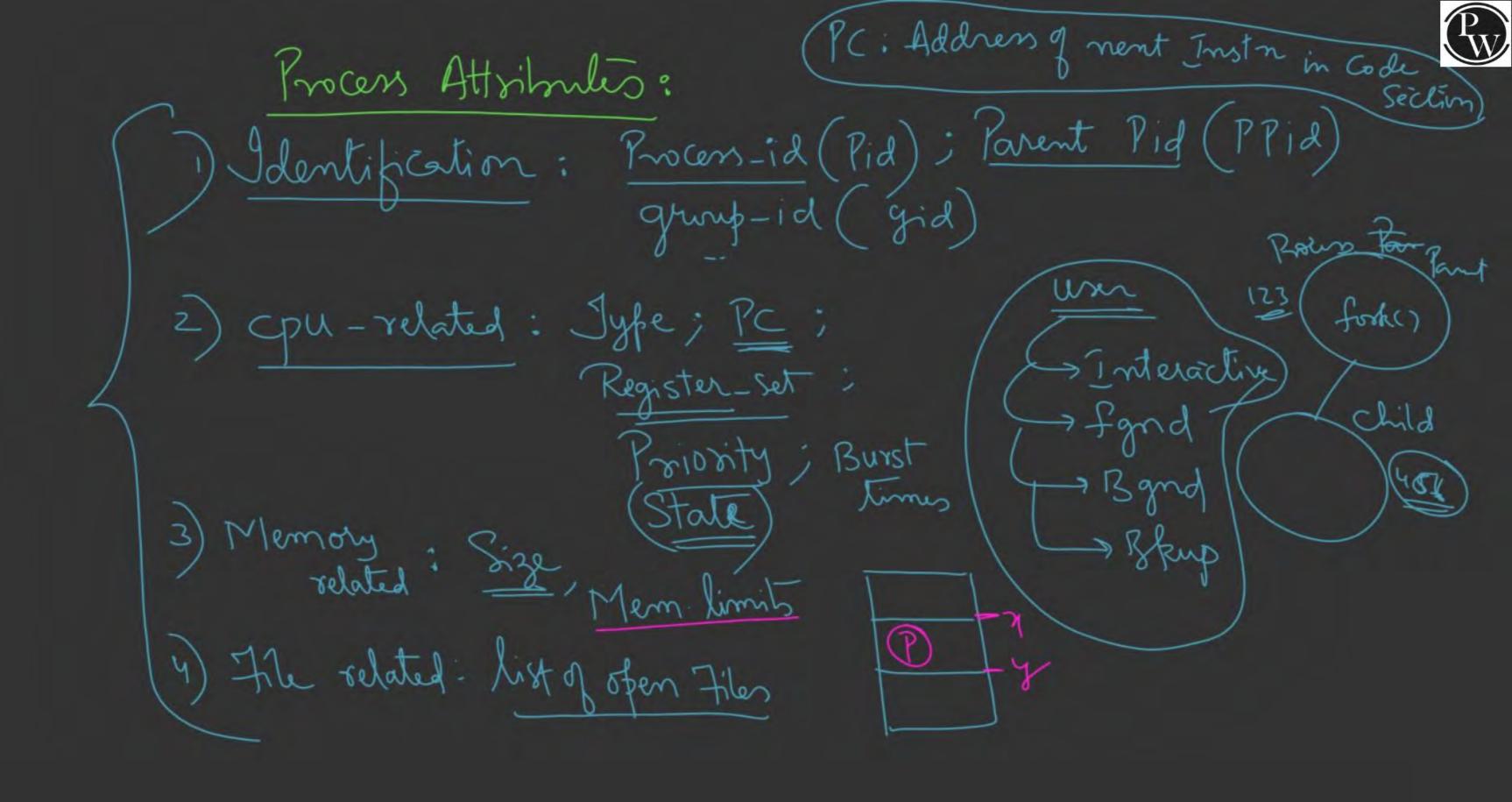
The Locus of control of 05 - Animated Spirit





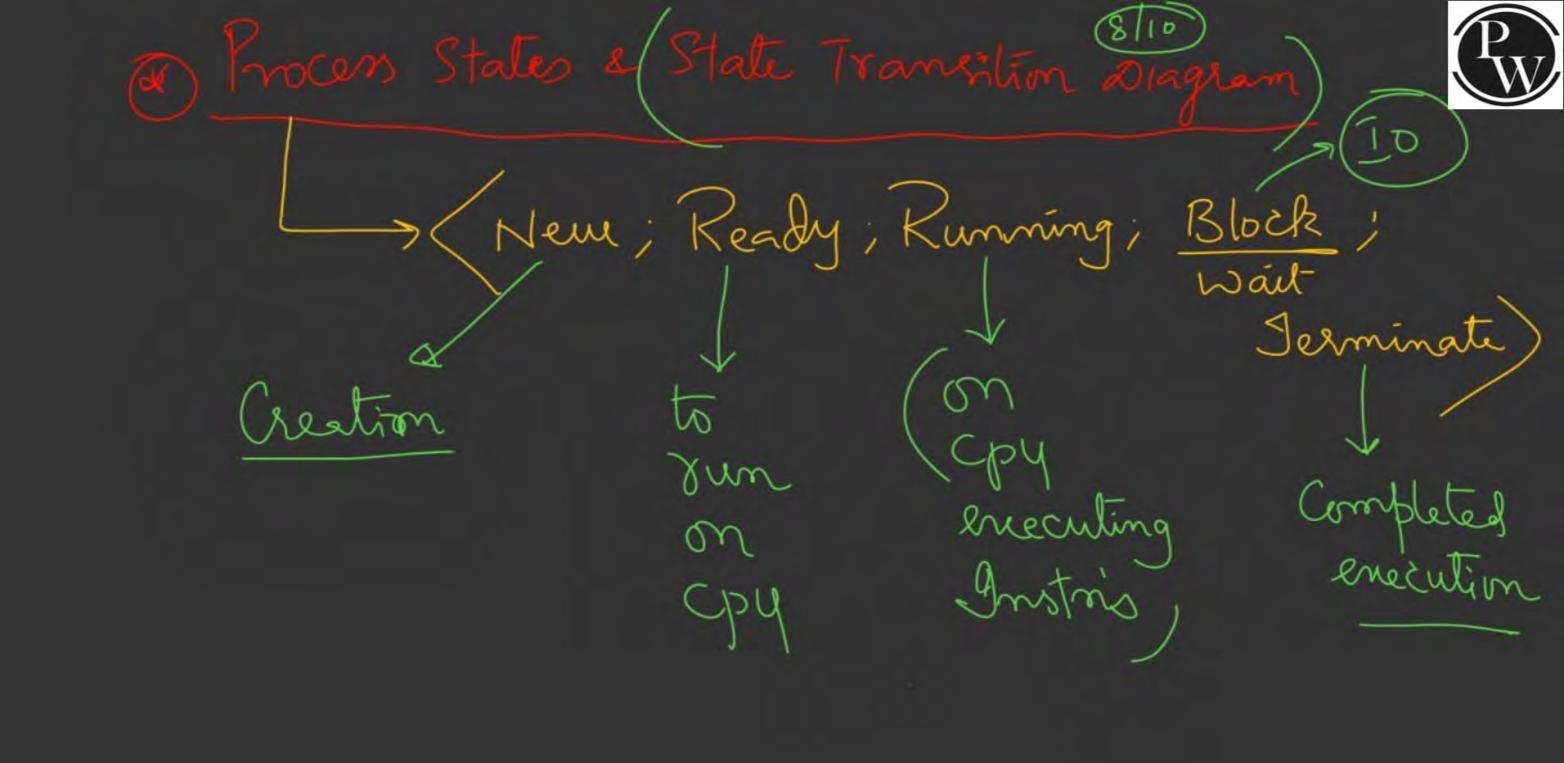


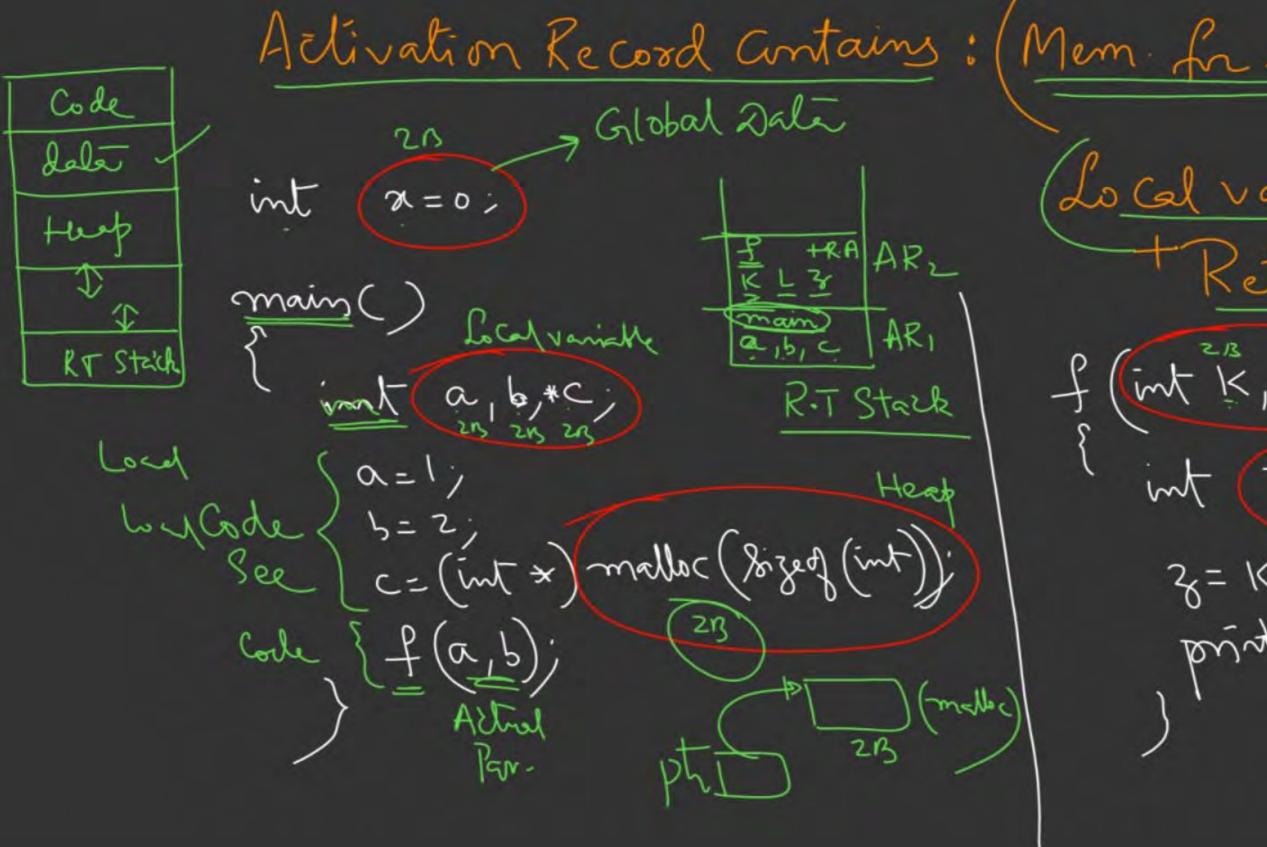




Attributes q a Process are Stored in a table (D.S)

Rowm as P.C.B (100) -, PCB is created @ the time of Process & Destroyed @ Process termination Block Y -> Volume of Information 9d-Grd Rept in PCB is known Content Environment of Process (Process





(Lo Cal variables) + Return Address

f (int ik, int 2) forms

S= K+2;

print ("/d", k);

