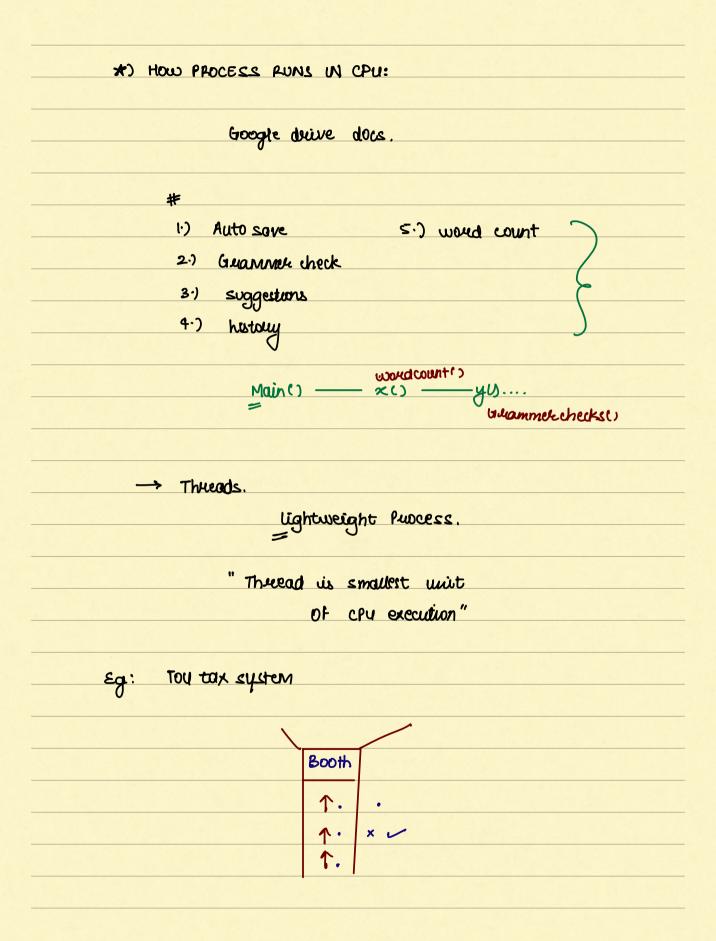
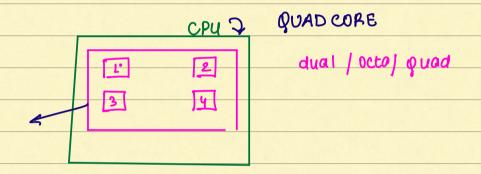
AGENDA								
1> lifetycle of fuocess								
✓ /3) Mutticore   single core								
-> ** 4> concurrency v/s Parallelism >								
= 5:> weate own thread								
start by 9:05 PM								



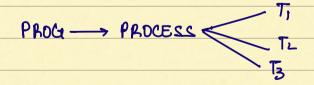
	1	2	3	
1	^	1	1	
	1	1	1	

·) tou booth: CORE.

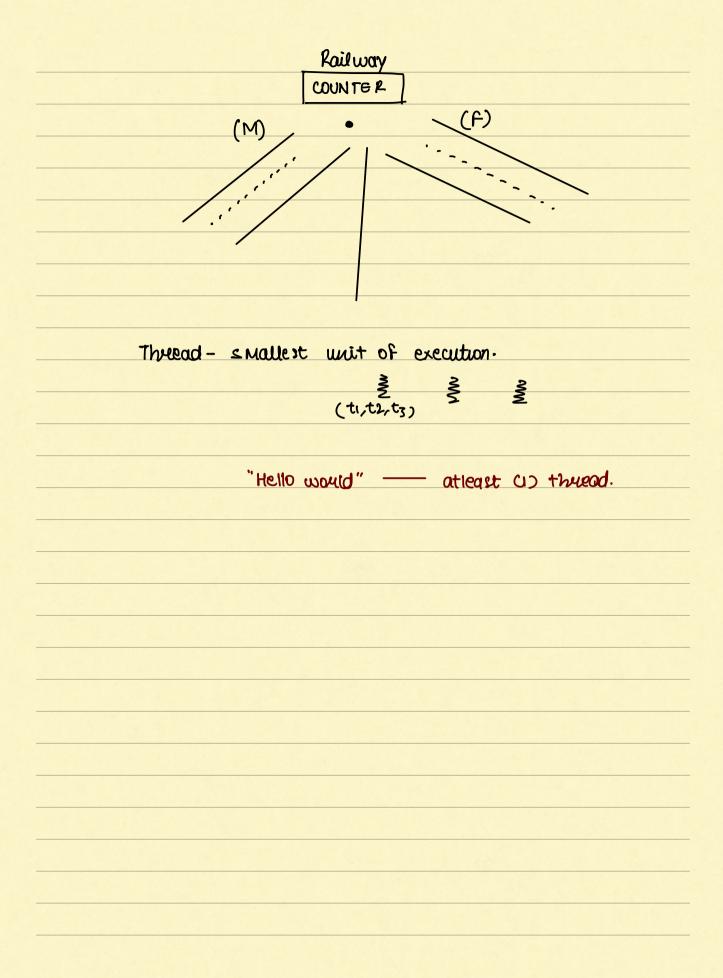


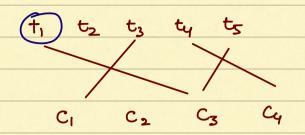
Each cove takes a thread at one time

1 cove executes -> 1 thread at a time (tosk)



Lane: thread }





-> scheduling Algo.

- \*) CONCURRENCY VIS PARIACLEUSM:
- 1.) Concurrency:

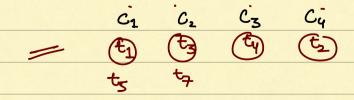
Multiple things executing un system, night Not at once.

C1 t1 30/· -]....

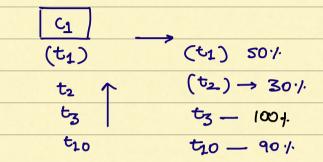
| 5t2 70/· - | ....

2.) parallelism:

concurring of hunning at same times



## \*) CONTEXT SWITCHUNG:

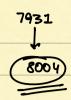


-> Publem 22

context switching - switching b/w multiple threads.

## P.C.B — Puocess Control block

	· code	
	· var	
	· fuocess_id.	cache
	· memory-used	
~	· resources	
	·) Last-line-executed>	Rugean courter.



C·s· -> time taken by CPU to gave 2 Get data Floor PCB.

\* HOW TO WEATE THREADS:

SIO In multithureaded code-

Never think in terms of weating

thread

--> Unstead think in turns of task.

<u>\$2.)</u>

"Puint Hello" - Fuom a diff thread.

class Hellowould Puinter

S3.) Implement runable interface un your class

S4.) Provide defination

Hunes 3

S.O.P ("Hello world")

82.)	cueate	threads 2	- execute