

Operating Systems (CS3000)

Lecture – 13

(exit()) System Call, Zombie, Orphan, Reaper Processes)



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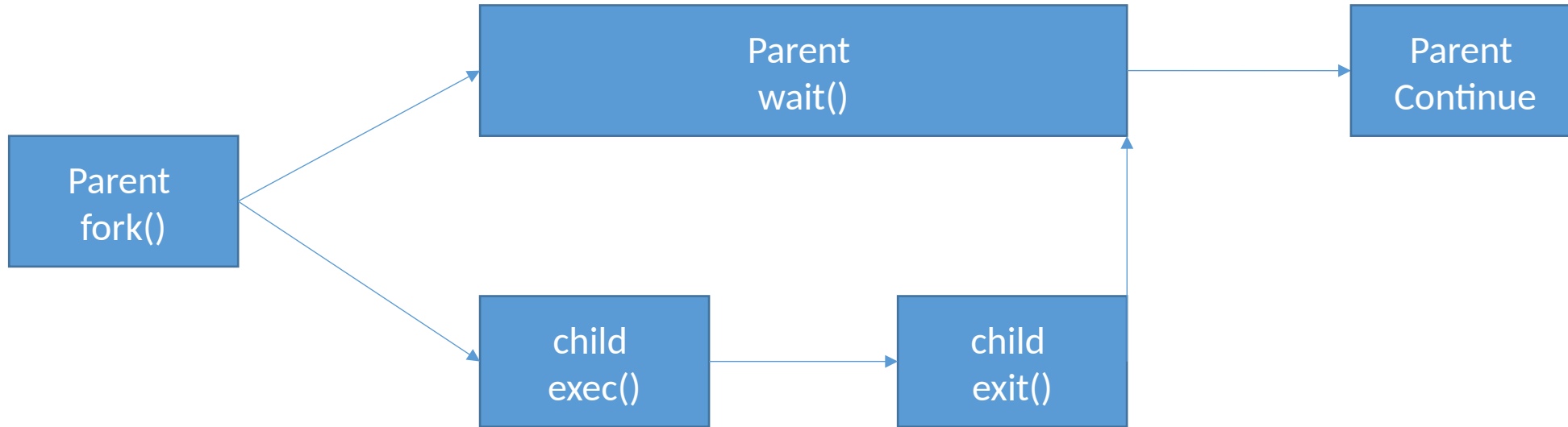
Zombie & Reaper Process

exit() system call

- called in **child process**
- Results in process termination
- Return status is passed to the parent (Voluntary Termination)

- Forcefully termination
 - kill() system call

Process system calls Possible Flow



Orphan Process

- When a parent process terminates before its child
 - The first process will adopt the orphan child.
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- First process (init) in the system never exits.

Thank You

Any Questions?