

1. Message Passing and Shared Memory. Message Passing is slower but there doesn't need to be any extra code to support this type of communication. Shared memory is much faster but requires additional code to make sure the shared memory is not overwritten.
2. 8 processes are created. The initial one forks to make two processes, which then each fork to make 4 total processes, which each fork one last time for a total of 8.
3. A: 0 in the child block, B: 2002 is pid of current (child) process, C: 1001 is pid of parent process, D: 2002 is pid of new child process, E: 1001 is pid of current (parent) process.
4. Value at A is 5. This is because the else if that runs if pid > 0 only runs for the parent process, and anything that happens in the child process doesn't matter. If the value increment was not in the child process block, or if the printf was outside of the parent block, it would be different.