1. copy_in copies number of bytes from user_space address USERSRC to a kernel-space address DEST.

3.We call vfs_close so we can free all resources related to the file that was opened by vfs_open. Otherwise, resources used by the file containing user program will never be freed after going to back to the user mode. Since the same file can be opened multiple times with different file locations, it is important to close file as soon as the work is done.

4.enter_new_process "warps" to user mode. (??)

5.userptr_t is a pointer that points to address that is currently residing in user space.

6. Implementation that destroys(frees) the thread and its resources should be implemented

7. When sys_call is invoked, interrupt is enabled using curthread->t_curspl. When kill_curthread is called, interrupt is not disabled. Function itself does not do with interrupt handling.

8. Difference between copyin() and copyinstr() is that copyin() copies a block of memory while copyinstr() copies string from user-level address USERSRC.

9. vfs_open is used to open a file or device.

10. Operations you can do on vnode are vop_open, vop_close, vop_reclaim, vop_read, vop_readlink, vop_getdirentry, vop_write, and so on. The rest of the operations can be found in kern/include/vnode.h.When two processes open same files, we have two vnodes and vn_opencount is set to 2, indicating that the file is opened at two places.