



Chapter 3 Important Points

1. The process concept
 - What defines a process
 - Components of a process's representation
 - Memory layout of a process (POSIX standard and C standard)
2. States of a process
 - What are the states
 - What are the transitions
 - Events that cause transitions from one state to another
 - The state transition diagram
3. Implementation of a process
 - Process control block (PCB) - what information is in it
 - How OS manages PCB
 - Lightweight processes (threads) versus processes - difference
4. Process operations
 - The different operations (creation, termination, etc)
 - Implementation issues
 - Parent child relationships
 - Unix fork() system call
 - Unix exec() system call
 - Unix wait() system call