EECE.4810/EECE.5730: Operating Systems Spring 2019

Key Questions Processes & Process Management (Lectures 2 & 3)

QUESTIONS

- 1. Explain the basic characteristics of a process. What is the difference between a process and a program?
- 2. What are the operating system's responsibilities with respect to managing processes?
- 3. What are the key components of a process?
- 4. What information does a process store in memory, and how is that information organized?
- 5. What are the possible states in which a process can exist?
- 6. How does the operating system track all necessary information about a process? When does that information get updated?
- 7. Describe the basics of how and why a process transitions from one queue to another.
- 8. What is a context switch?
- 9. Describe the general steps in process creation and the system calls commonly used to accomplish these tasks.
- 10. Describe the purpose of the various exec system calls.
- 11. Describe how processes are terminated.

EXAMPLES

1. Including the initial parent process, how many processes does the program below create? Draw a process tree to support your answer.

```
int main() {
  for (int i = 0; i < 4; i++)
     fork();
  return 0;
}</pre>
```

2. What does the program below print?

```
int nums [5] = \{0, 1, 2, 3, 4\};
int main() {
  int i;
  pid_t pid;
  pid = fork();
  if (pid == 0) {
     for (i = 0; i < 5; i++) {
       nums[i] *= -i;
       printf("CHILD: %d\n", nums[i]);
     }
  }
  else if (pid > 0) {
     wait(NULL);
     for (i = 0; i < 5; i++)
       printf("PARENT: %d\n", nums[i]);
  }
}
```

3. Describe the operation of this basic program, which ultimately represents two separate processes.

```
#include <sys/types.h>
#include <stdio.h>
#include <unistd.h>
int main() {
  pid t pid;
  pid = fork(); // Create a child process
  if (pid < 0) { // Error occurred
    fprintf(stderr, "Fork failed");
    return 1;
  }
  else if (pid == 0) { // Child process
    printf("Child: listing of current directory\n\n");
    execlp("/bin/ls", "ls", NULL);
  }
  else {
                   // Parent process-wait for child to complete
    printf("Parent: waits for child to complete\n\n");
    wait(NULL);
    printf("Child complete\n\n");
  }
  return 0;
}
```