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
   - 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 scheduling
   - Different queues
   - What role of OS is in scheduling
   - Events that cause transitions from one queue to another
   - Context switch - what is it and what causes it
5. Process operations
   - The different operations (creation, termination, etc)
   - Implementation issues
   - Parent child relationships
   - Unxi fork() system call
   - Unix exec() systen call
   - Unix wait() system call