

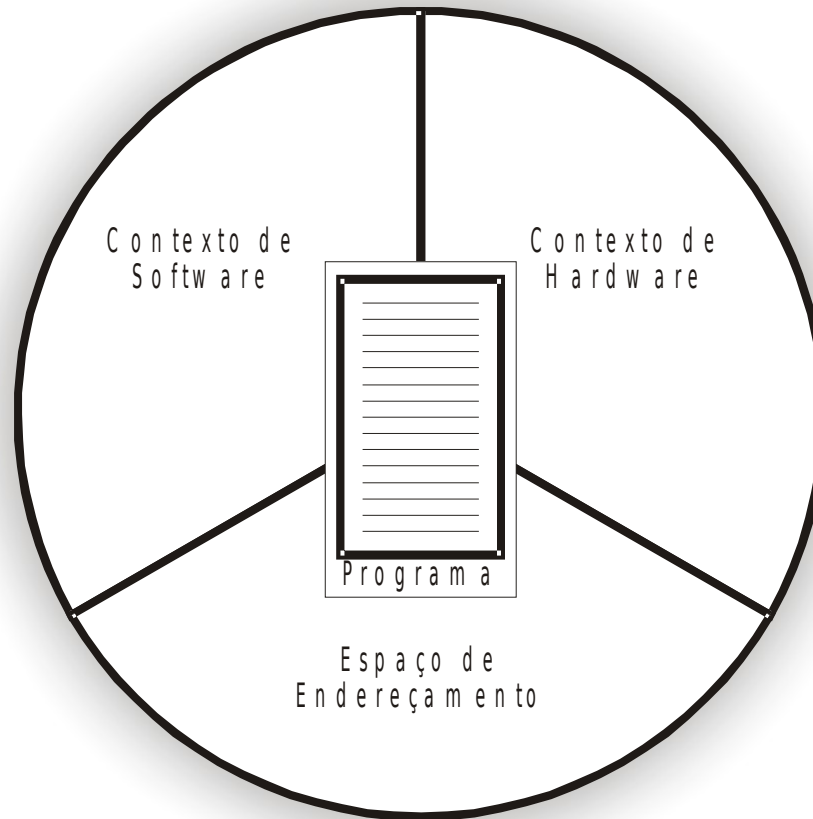
Arquitetura de Sistemas Operacionais

Francis Berenger Machado / Luiz Paulo Maia

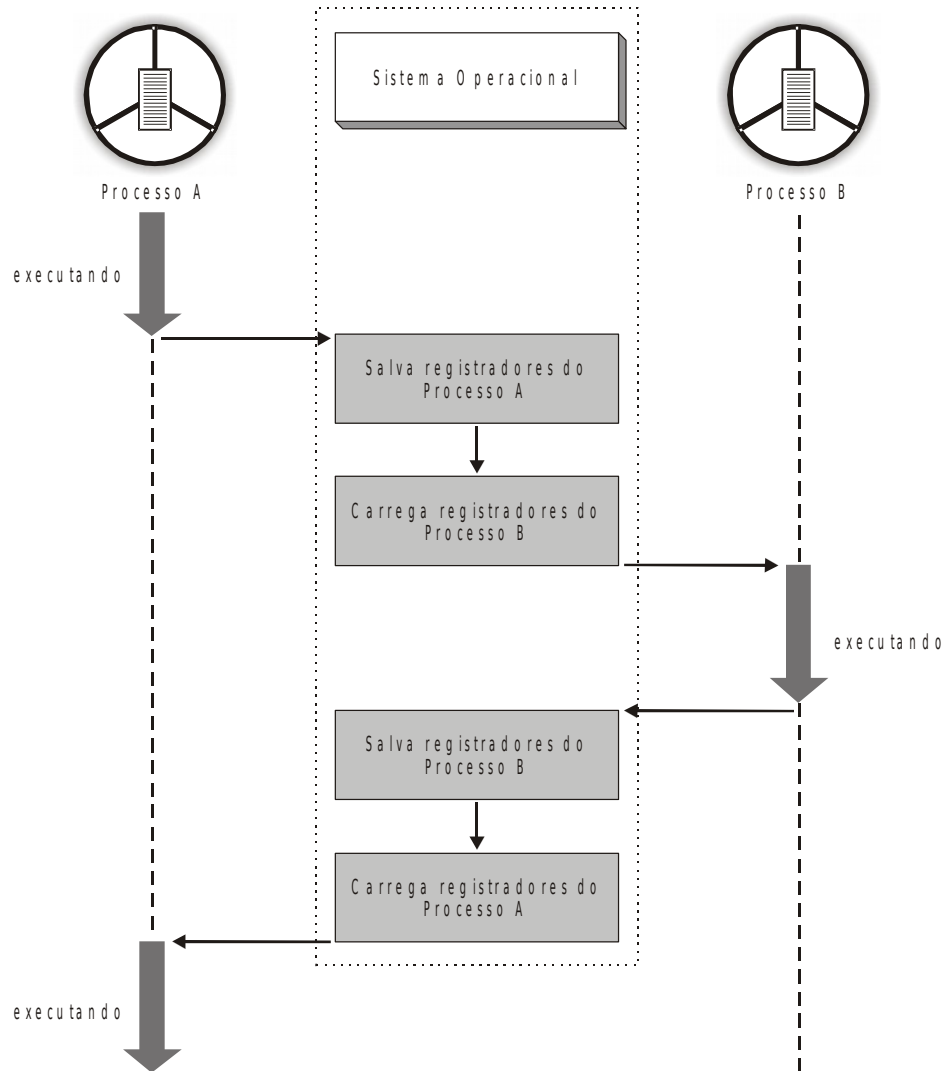
Capítulo 5

Processo

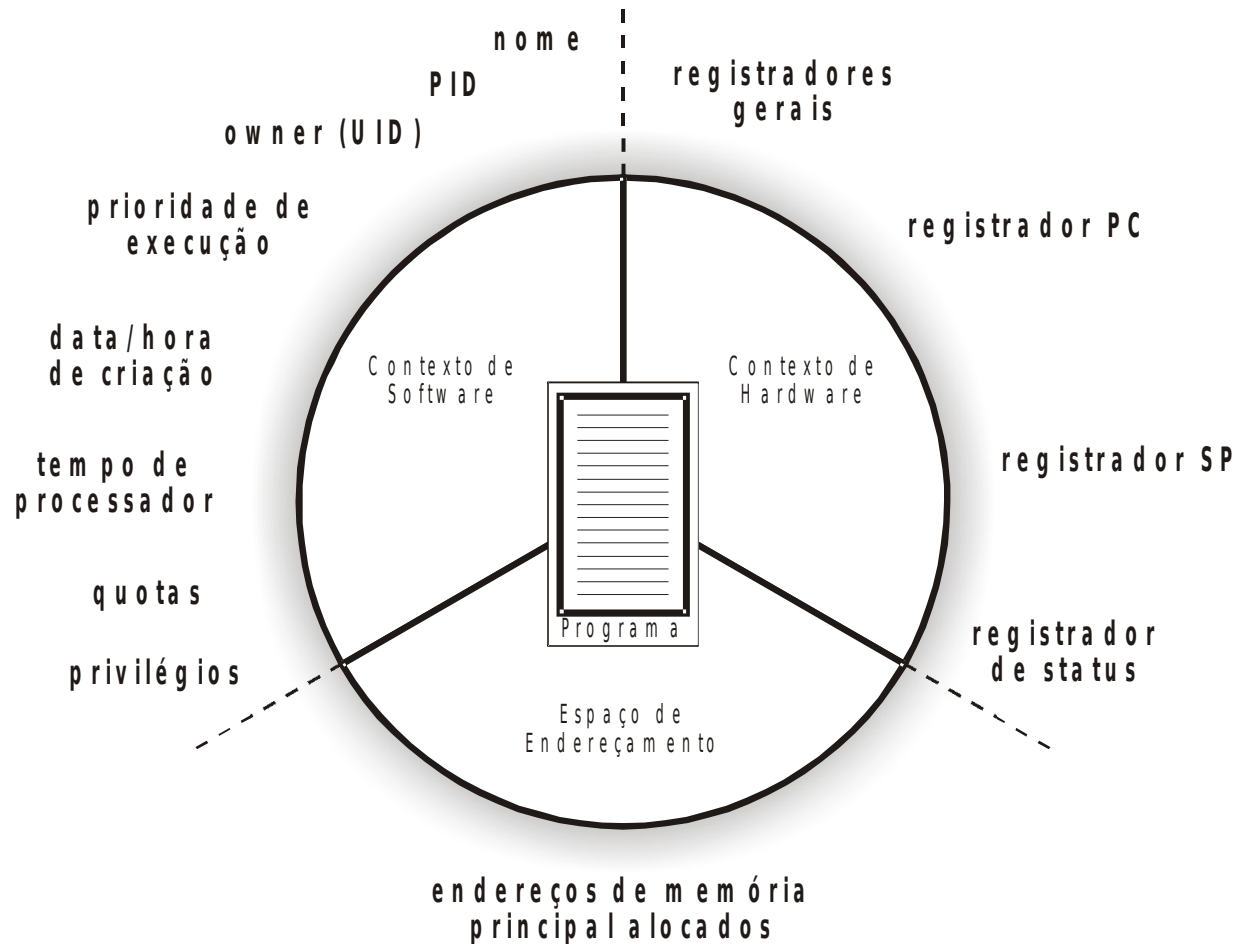
▪ Estrutura do Processo



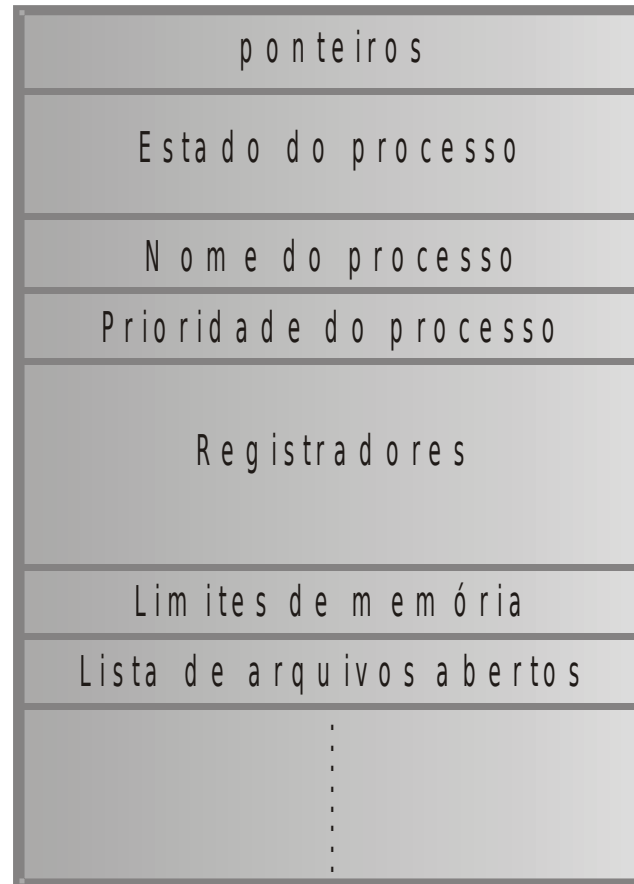
▪ Mudança de Contexto



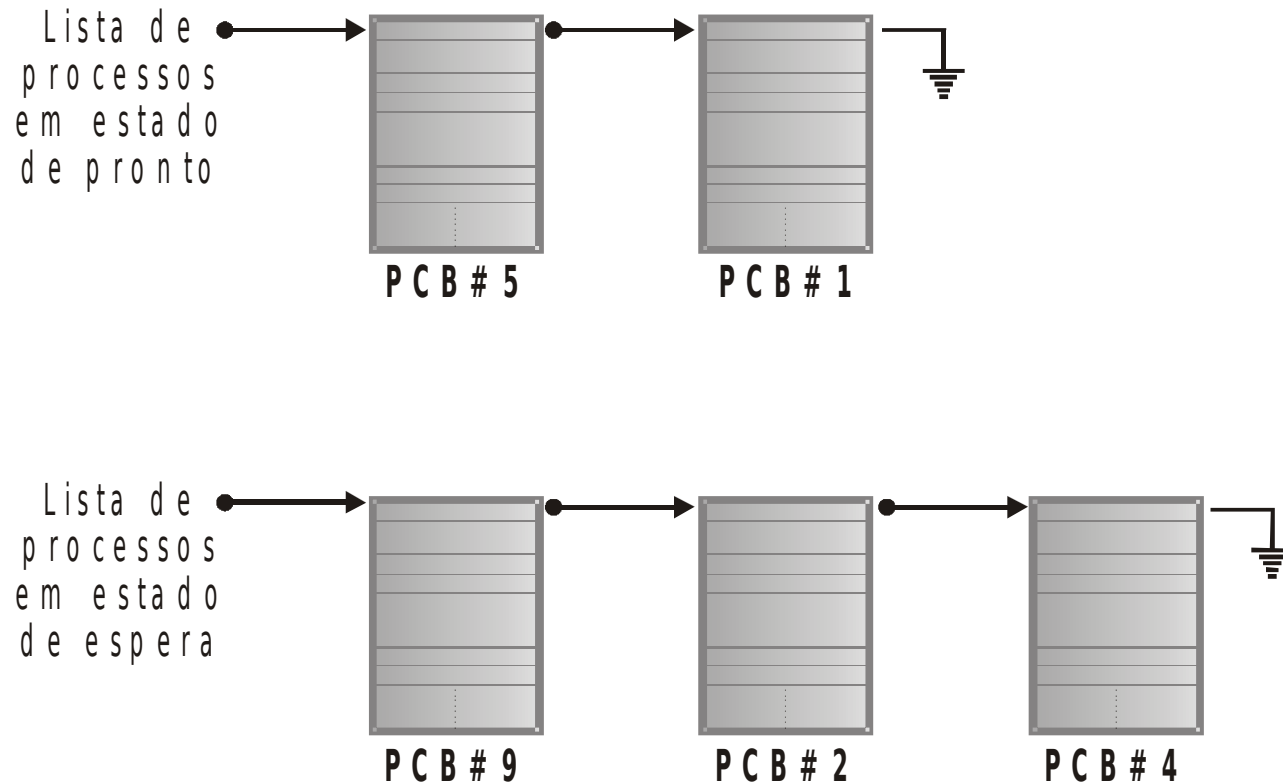
Características da Estrutura de um Processo



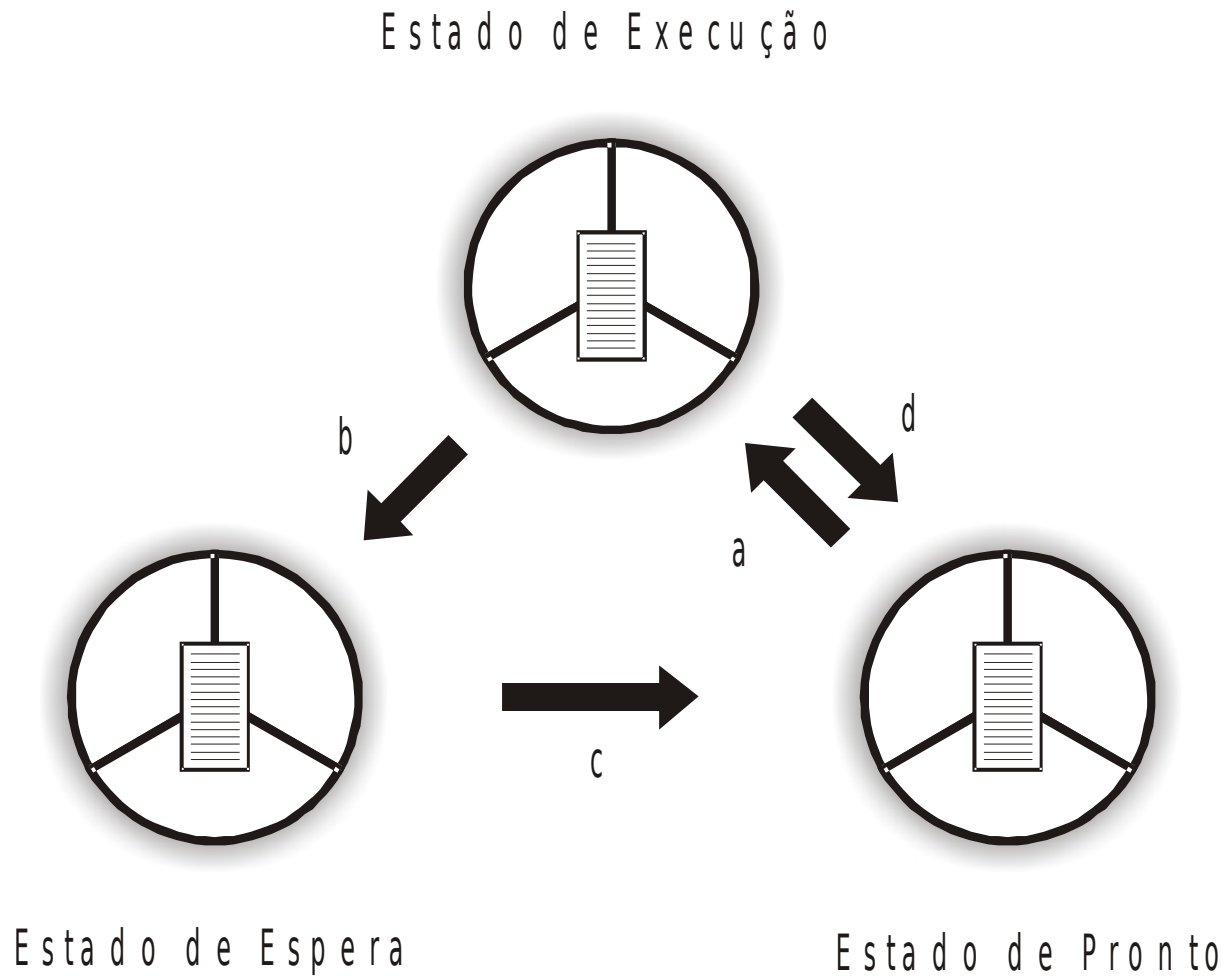
▪ Bloco de Controle do Processo (PCB)



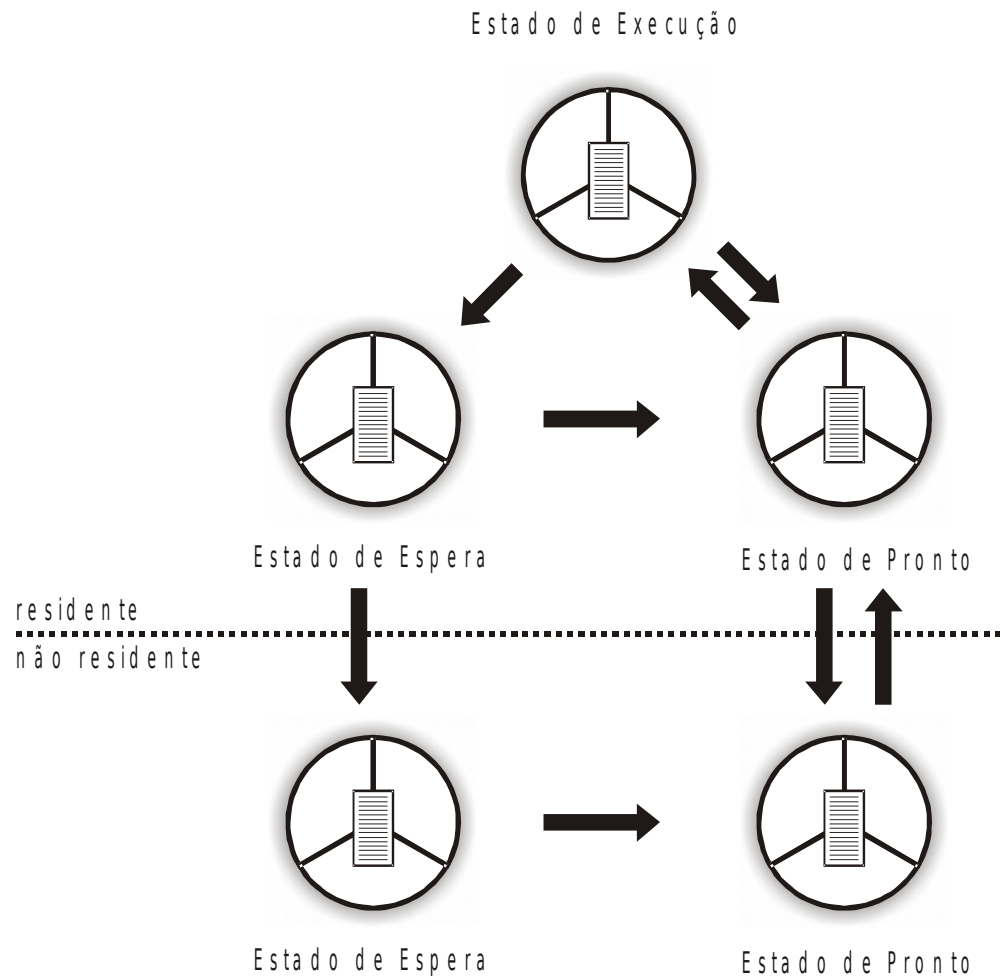
▪ Lista de PCBs nos Estados de Pronto e Espera



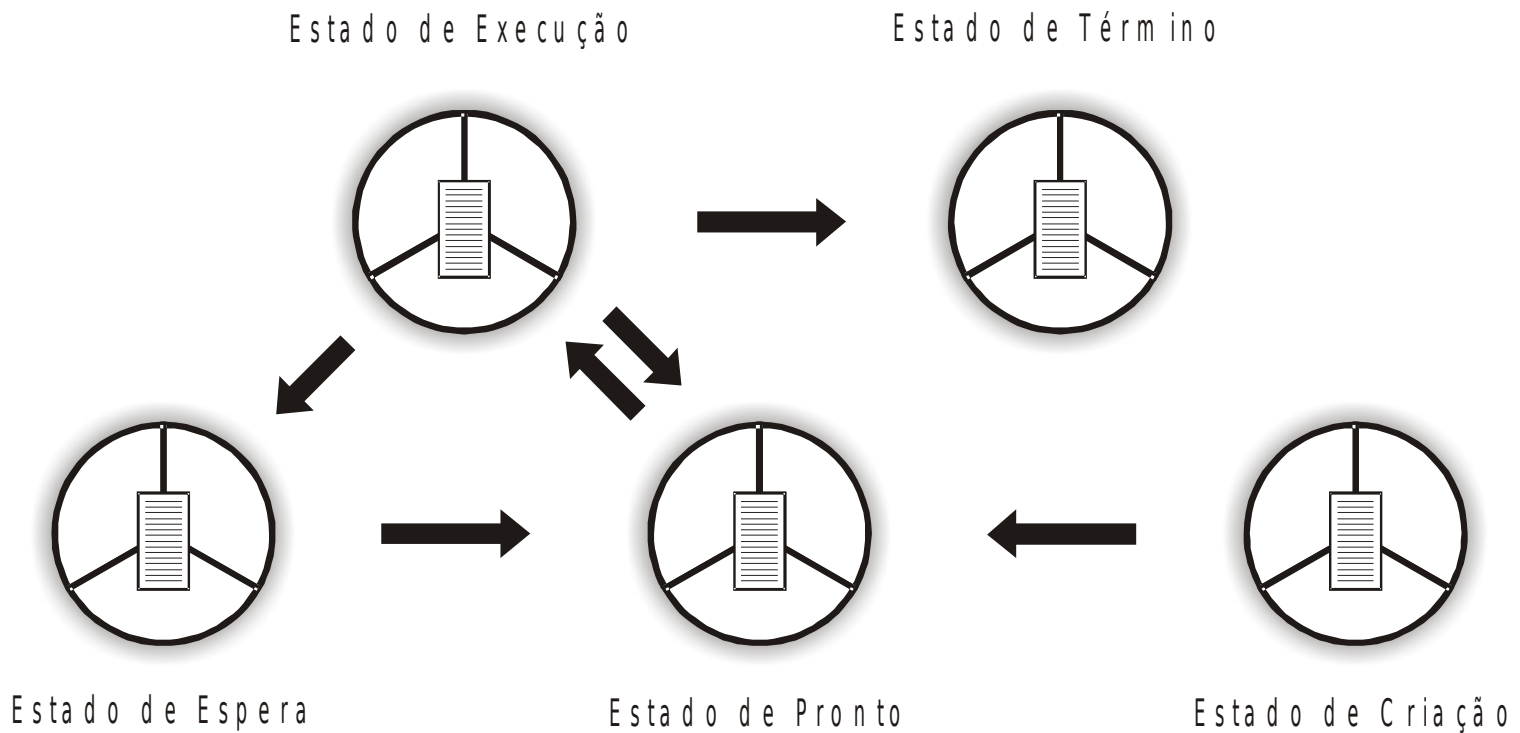
▪ Mudanças de Estado do Processo



▪ Mudanças de Estado do Processo

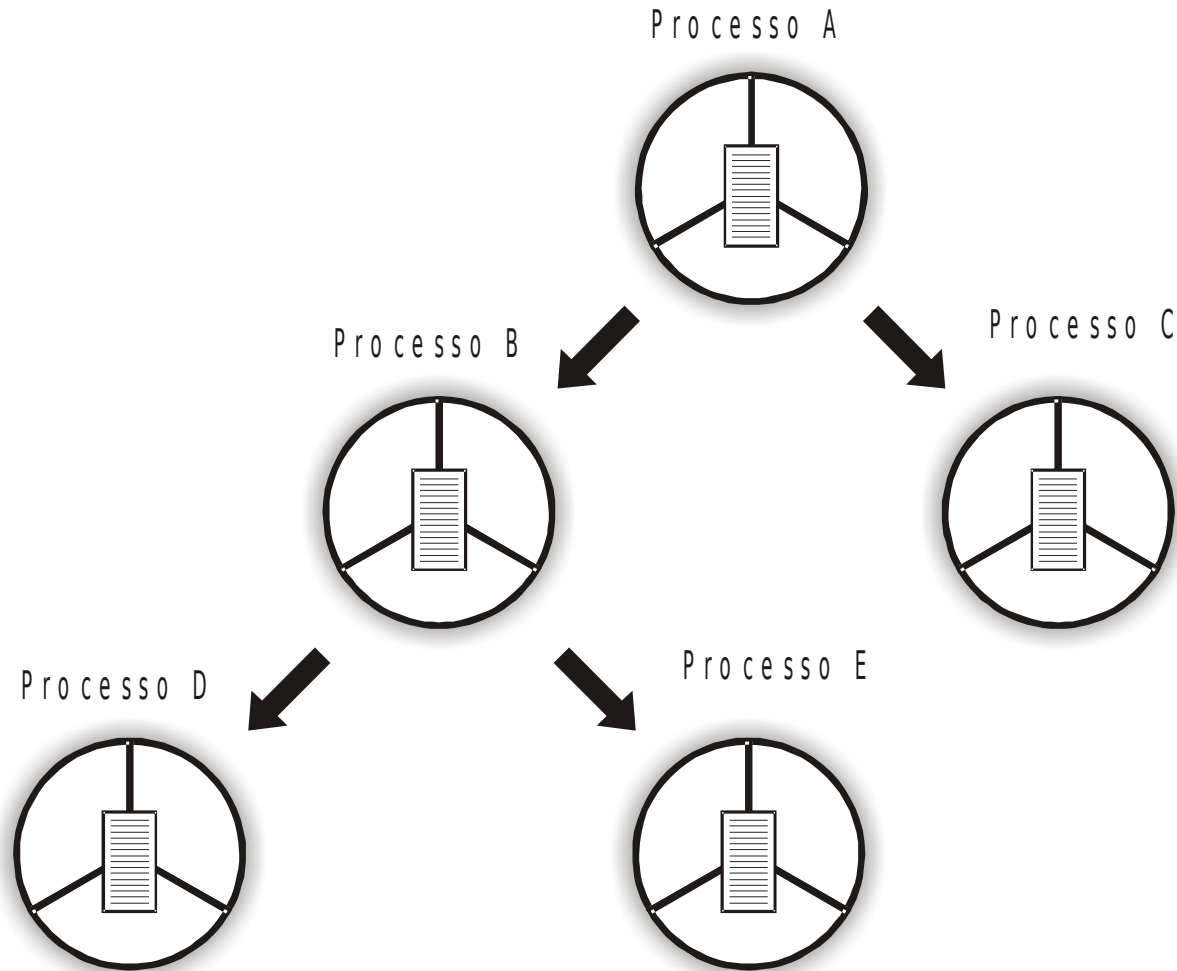


▪ Mudanças de Estado do Processo

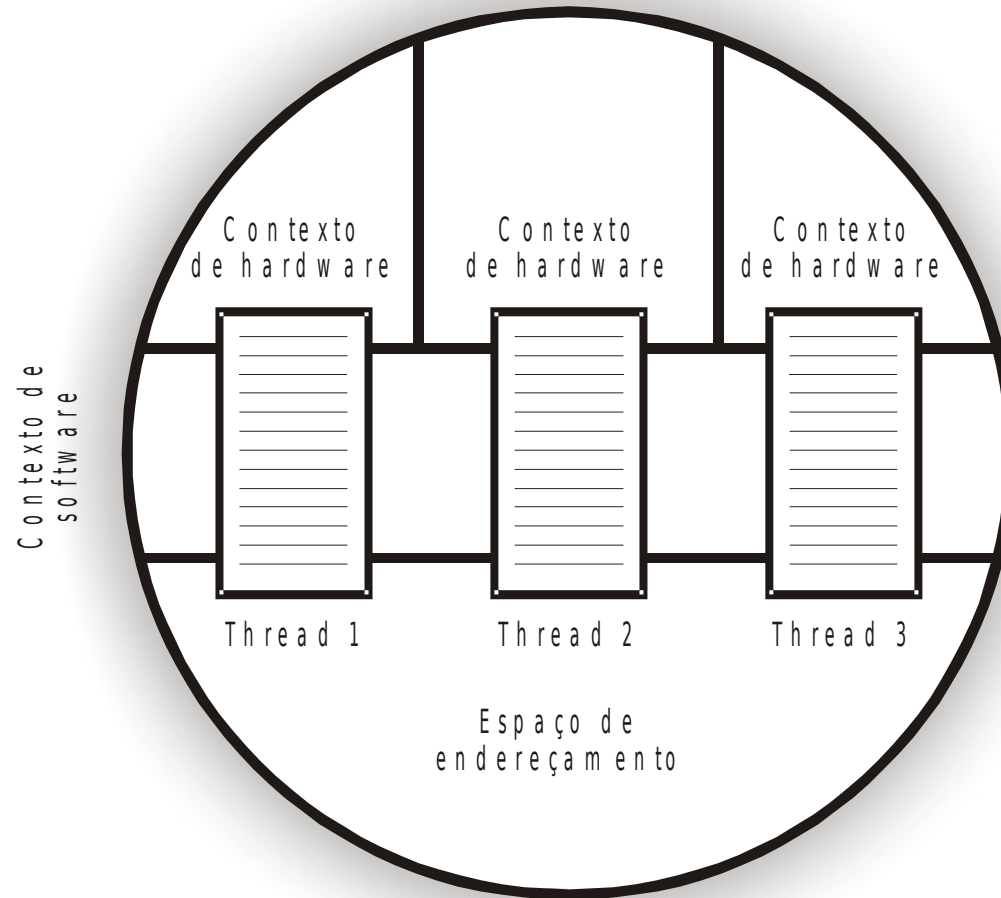


5 – Processo

▪ Estrutura de Processos e Subprocessos



▪ Processo Multithread

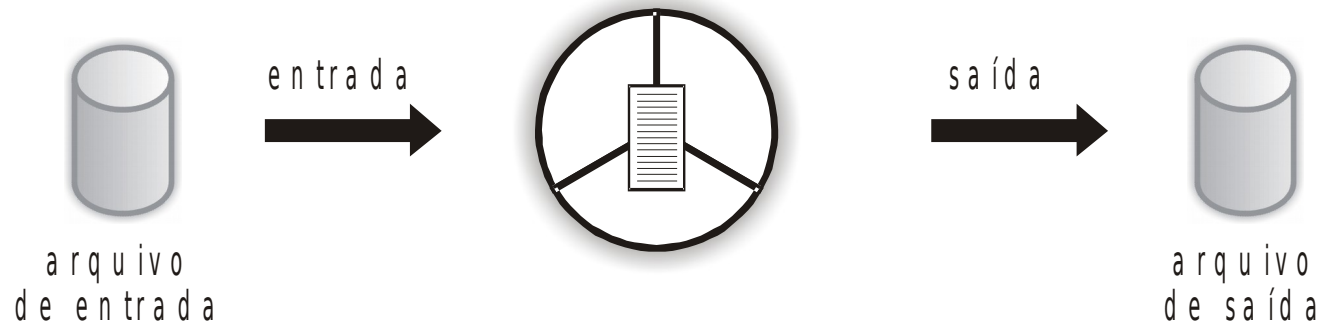


▪ Processos Foreground e Background

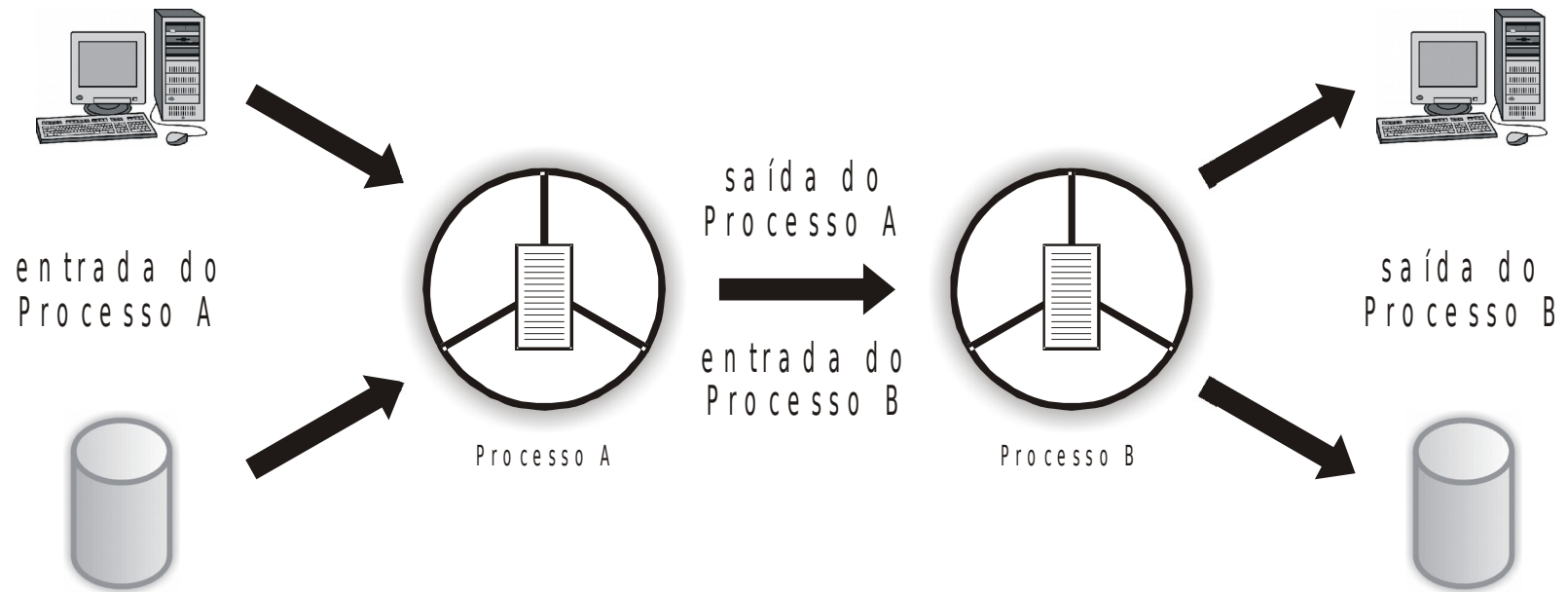
(a) Processo Foreground



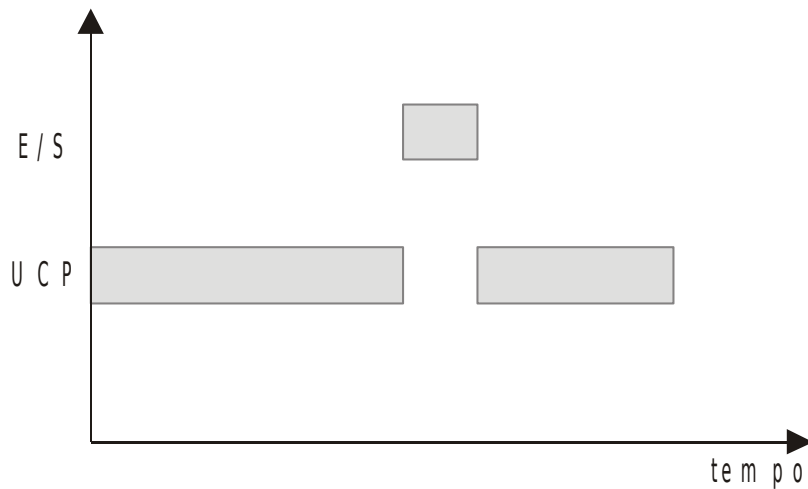
(b) Processo Background



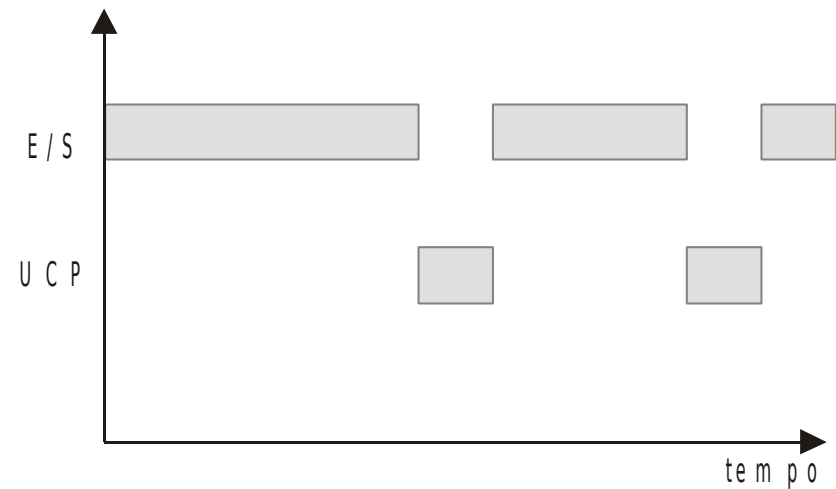
▪ Pipe



▪ Processos CPU-bound x I/O-bound

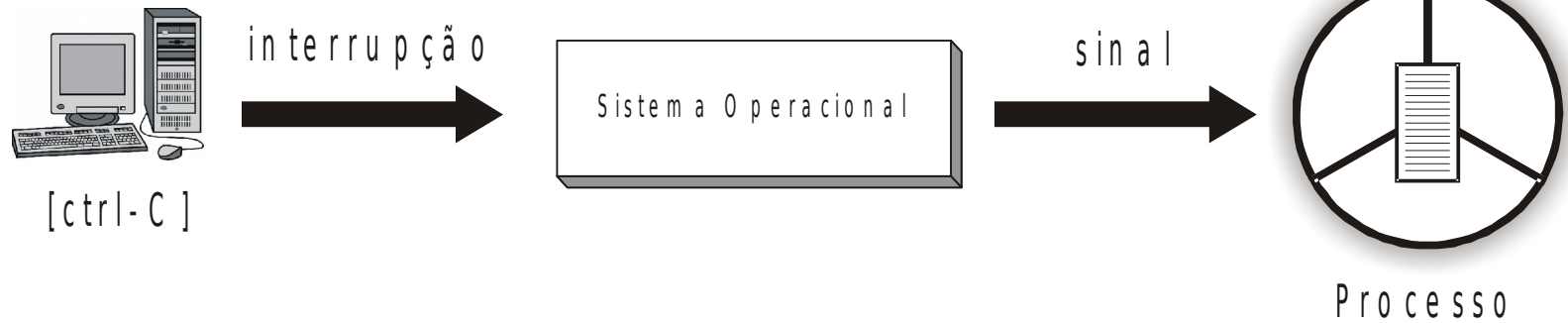


(a) C P U - b o u n d



(b) I / O - b o u n d

▪ Uso de Sinais



▪ Sinais, Interrupções e Exceções

