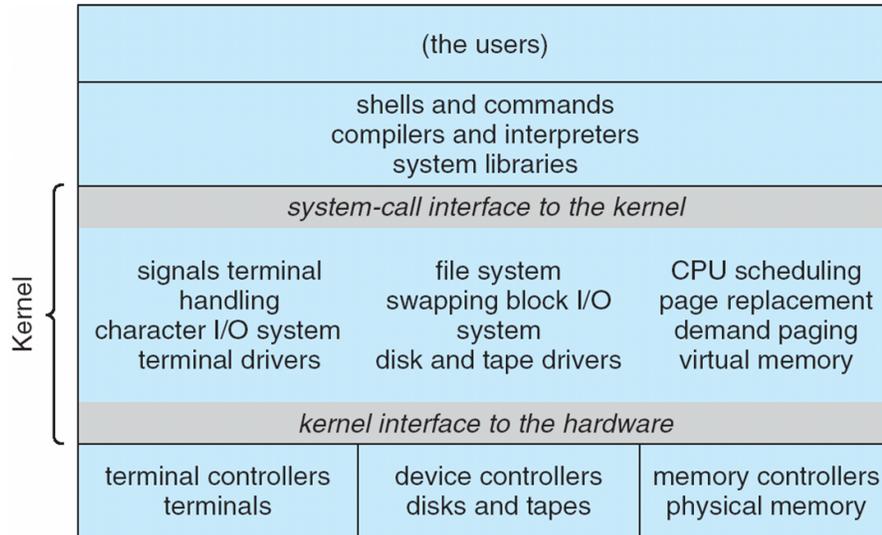
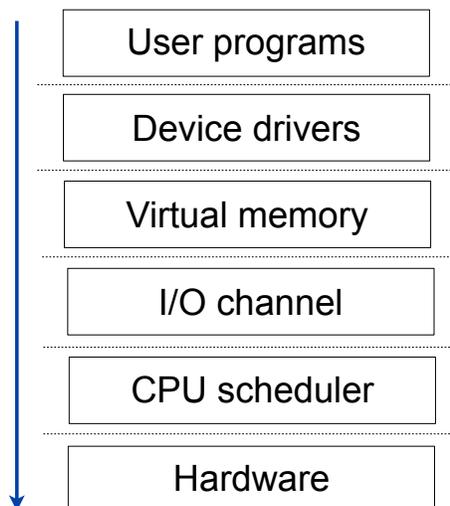


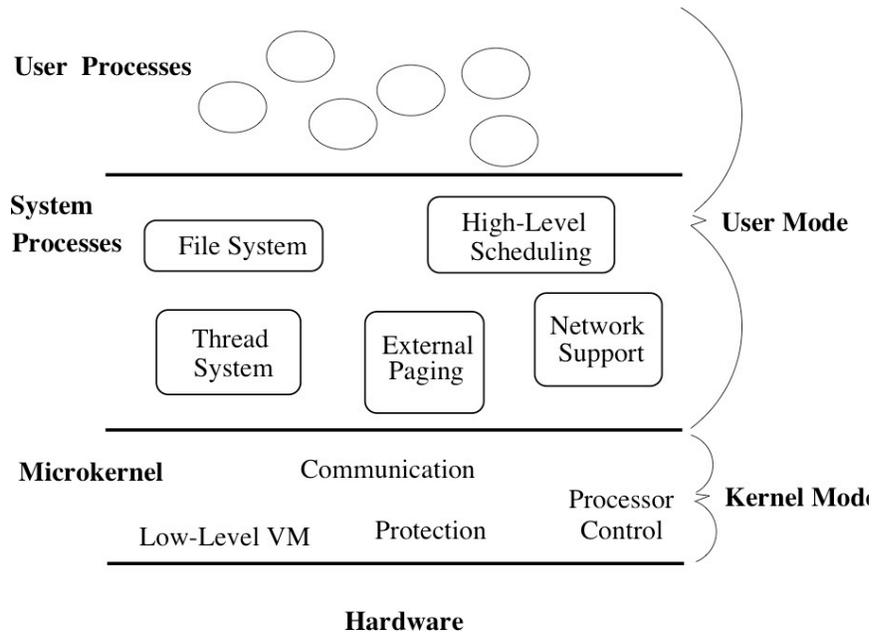
Monolithic Kernel Design



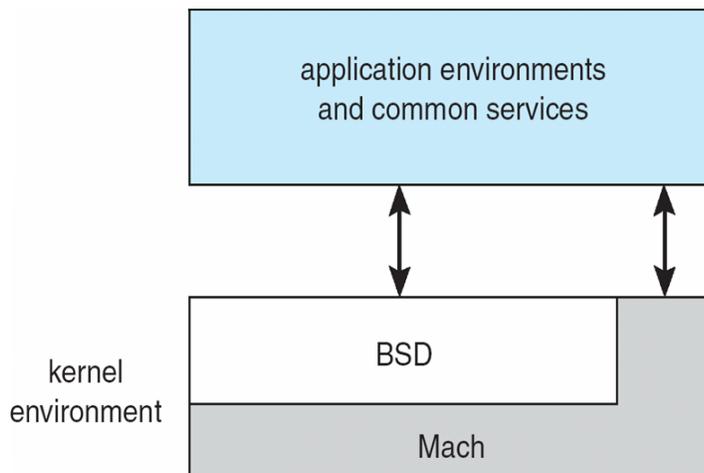
Layered OS Design



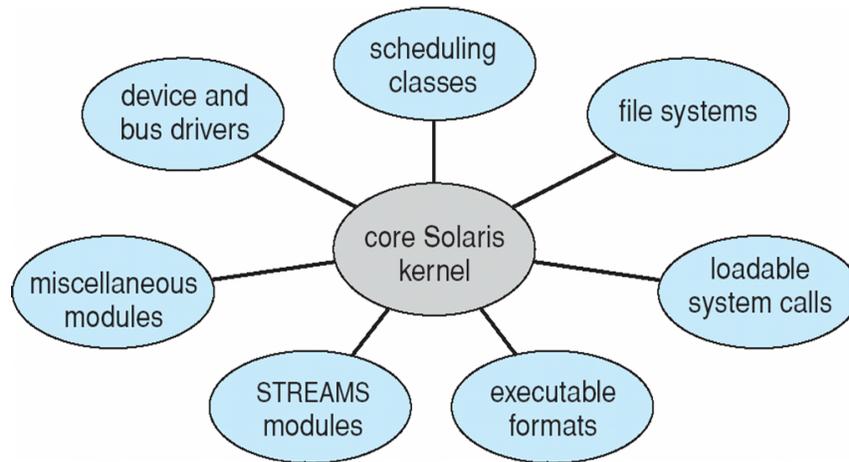
Microkernel Design



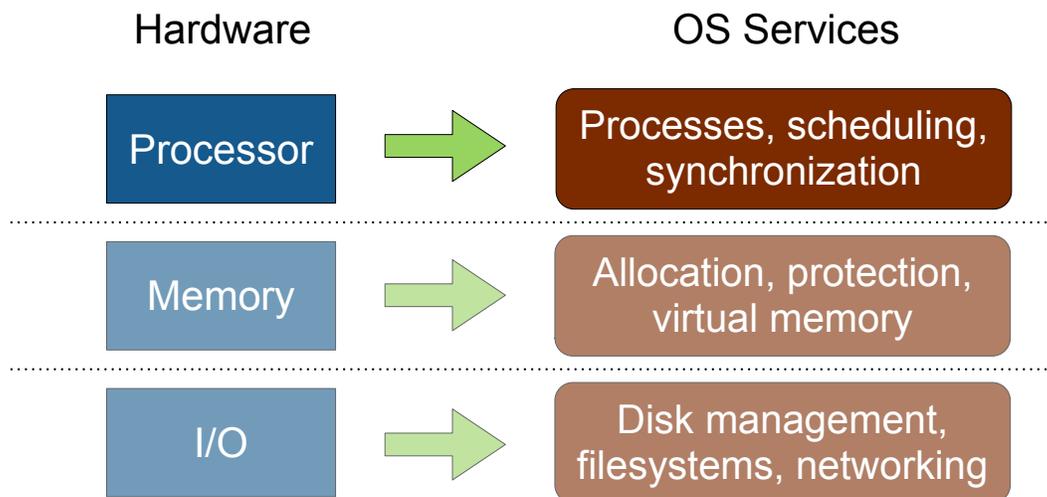
Hybrid Design in Mac OS



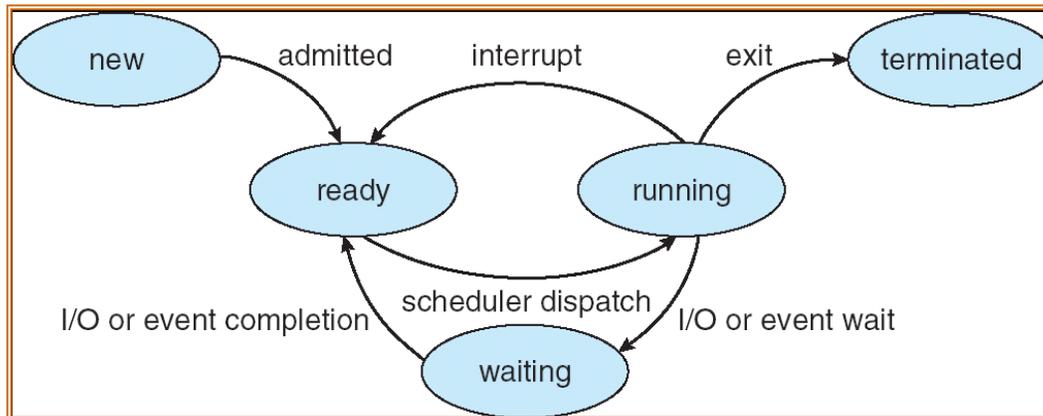
Modular Design



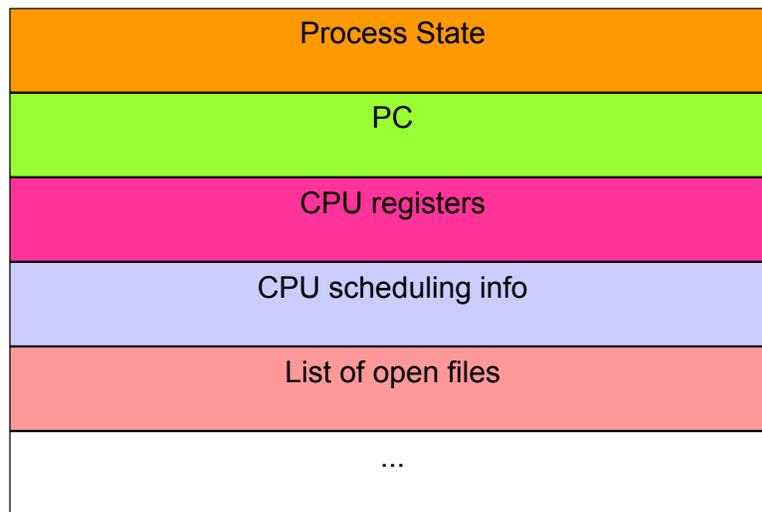
Processes



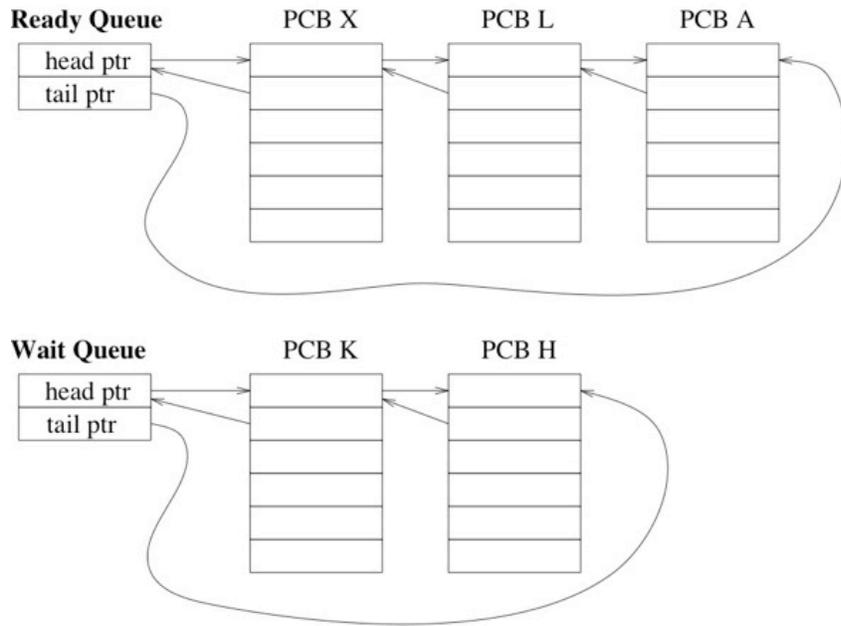
Process Execution States



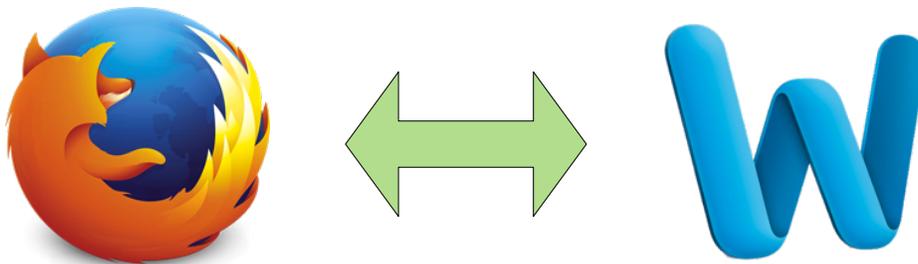
Process Control Block (PCB)



State Queues



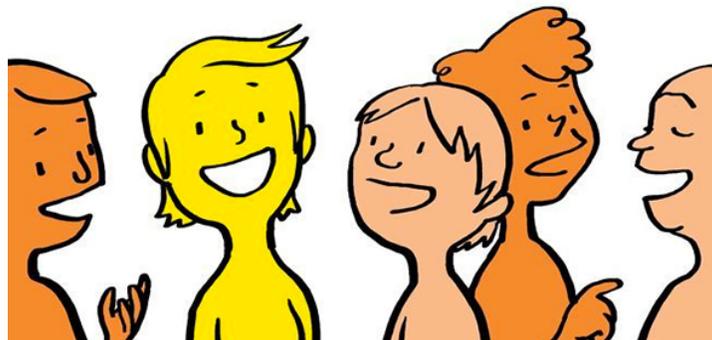
Context Switching



Process Creation



Process Communication



Summary: Processes

- Execution state of a program
- Lifecycle states
- OS representation
- Creation
- Communication