

Processes - 1

- A running instance of a program is called a **process** and it runs in its own memory **space**. Each time you execute a command, a new process starts.
- A process is an *active* entity as opposed to a program, which is considered to be a passive entity.
- A new process is created only when running an executable file (not when running Shell builtin commands).

Process properties:

- PID (Process ID) - a unique positive integer number
- User
- Group
- Priority / Nice

Processes - 2

Type of Processes:

- Parent
- Child
- Daemon
- Zombie (defunct)
- Orphan