A Process

1. What does my code become? Where is it when my program runs?
2. How does my program do calls & returns and keep them ordered?
3. How is memory allocated? How is it returned when no longer needed? How does garbage collection work?
4. How do many processes run at once? How do they share the hardware? How does the kernel isolate processes from one another?
5. How can there be separate address spaces for each process? How are they allocated real memory?
6. What is a file? How are they organized on a block device? How are they a general abstraction?

A System: Processes on a Kernel

Virtual Machines: Systems within processes

Key Concepts:
- Abstracting & implementing capabilities.
- Layering abstractions on abstractions.
- Digging through layered abstractions to find how they interact.