

Section - 2

Ans-3

Program

- Program contains a set of instructions designed to complete a specific task.
- Program is a passive entity as it resides in the secondary memory.
- Program exists at a single place and continues to exist until it is deleted.
- Program is a static entity.
- Program does not have any control block.
- Program does not have any resource requirement.

Process

- Process is an instance of an executing program.
- Process is a active entity as it is created during execution and loaded into main memory.
- Process exists for a limited span of time as it gets terminated after the completion of task.
- Process is a dynamic entity.
- Process has its own control block called Process Control Block.

- Process has a high resource requirement.

In computing, a context switch is the process of storing the state of a process or thread, so that it can be restored and resume execution at a later point. This allow multiple process to share a single CPU, and is an essential feature of a multitasking Operating System.