"Disk process" structure

- in extreme cases, might be more than one actual process involved

2 directories

1) a permanent directory (can be shared by several disk processes)
2) a temporary directory (1 per disk process)

"Log in procedure"

- constructs temporary directory from info obtained from permanent directory

Other items

3) list of scratch exec objects (most \( \sim \text{disk, operations, cross axes?}\))

Subprocess definition operations

1) construction of a sub process creates a single operation to call the subprocesses.
2) call the subprocess with the single operation and it returns many ops [for complicated subprocesses only]
3) or, it creates a "user" subprocess and sends it to user subprocess many ops.
4) the user op and the many ops are either
   - essories of file objects
   - simple objects
4) eis objects maintained by eis system

- eis goodies
- global eis objects
- scutel objects
- files (data)

when open list
for eis process

when sub process changed
- close all objects opened
- by sub process
  - closing
  - scutel object destroyed

on B)

- eis goodies
- order cont only
  - for the process as a whole
  - global eis objects

scutel = cont
- for each sub process
- scutel file

for sub process destroys all but scutel list, scutel file

Then temp calls directory system to be destroyed
which destroys it from scutel-list, scutel file

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B) (elaboration)

all open eis directories object system

2 ways to open a scutel object

1) during sub process creation

by all running sub processes with the object being passed to
the directory system already created.
A) continued

Searched subprocesses list of steps as follows:

1) Type
   - super
   - derived
   - subprocess
   - process
   - global process
   - sub-process

2) Struct
   - 
     [then, item will be closed once destruct
     then process]

3) Open
   - 
     [closed when open event goes to zero]

4) 
   - list of the object

5) 
   - unnamed

uses at most arts per open event per subprocess opening it.
allocation accounts data associated with directories

1) Directly associated with certain directories is an "account block"
2) No 2 directories have same "account block" directly associated with them
3) Associated with each directory is an "account block"
4) If a directory has a directly associated "account block", then the associated "account block" is the directly associated "account block"
5) If a directory has a directly associated "account block", then the associated "account block" must be same as associated "account block" of father.
6) Privileges of a directly associated "account block" must be obtained from the associated "account block" of the father