* Address Binding:-

Defn:-

" Binding of instruction & data to memory / memory locations "

* Types of binding:-

I) compile time binding
II) Load time binding
III) Run time binding (Memo. mgmt unit)

e.g)

I) compile time:

At a compile time we know where process is residing in memory.

e.g. MS DOS code

II) Load time:-

" It is not known at compile time where we process residing in memory & create relocatable code ".

↓

e.g

III) Run time:- "we know the where process is residing on memory when process is running"

* Logical address:-
"Address generated by CPU"

* Physical:-
"Address genetated by Memory Management Unit".

* swapping:-
Moving the process from main mem to disk & vice versa.

* swap time:-
"Time required for swapping the process"