

Add to the class process prototype in Section 9.9 the text in blue

```
class process;
    enum state { FINISHED, RUNNING, WAITING, SUSPENDED, KILLED };

    static function process self();
    function state status();
    task kill();
    task await();
    task suspend();
    task resume();

    function void srandom( int seed );
    function string get_randstate();
    function void set_randstate( string state );
endclass
```

Add at the end of Section 9.9 the following text

The **srandom()** function allows manually seeding the Random Number Generator (RNG) of a process. The top level RNG of each program is initialized with `process::self.srandom(1)` prior to any randomization calls.

The **get_randstate()** function retrieves the current state of the Random Number Generator associated with the given process. The RNG state is a string of unspecified length and format (see Section 12.10.4).

The **set_randstate()** sets the state of the Random Number Generator (RNG) associated with the given process to the specified string (see Section 12.10.5).