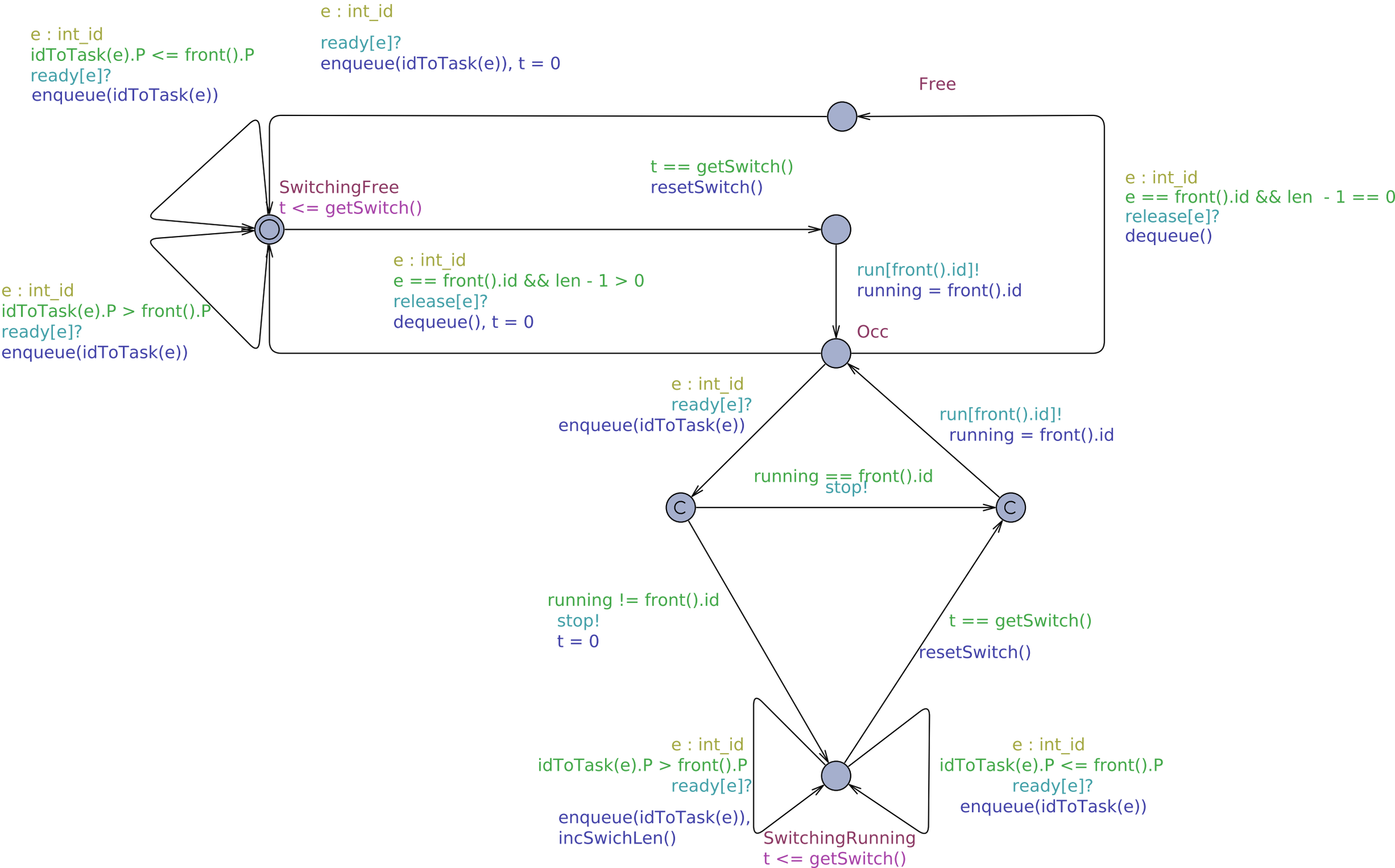
e : int_id
idToTask(e).P <= front().P
ready[e]?
enqueue(idToTask(e))
e : int_id
ready[e]?
enqueue(idToTask(e)), t = 0
Free
SwitchingFree
t <= getSwitch()
t == getSwitch()
resetSwitch()
e : int_id
e == front().id && len - 1 == 0
release[e]?
dequeue()
e : int_id
e == front().id && len - 1 > 0
release[e]?
dequeue(), t = 0
run[front().id]!
running = front().id
Occ
e : int_id
idToTask(e).P > front().P
ready[e]?
enqueue(idToTask(e))
e : int_id
ready[e]?
enqueue(idToTask(e))
run[front().id]!
running = front().id
running == front().id
stop!
C
C
running != front().id
stop!
t = 0
t == getSwitch()
resetSwitch()
e : int_id
idToTask(e).P > front().P
ready[e]?
enqueue(idToTask(e)),
incSwichLen()
e : int_id
idToTask(e).P <= front().P
ready[e]?
enqueue(idToTask(e))
SwitchingRunning
t <= getSwitch()