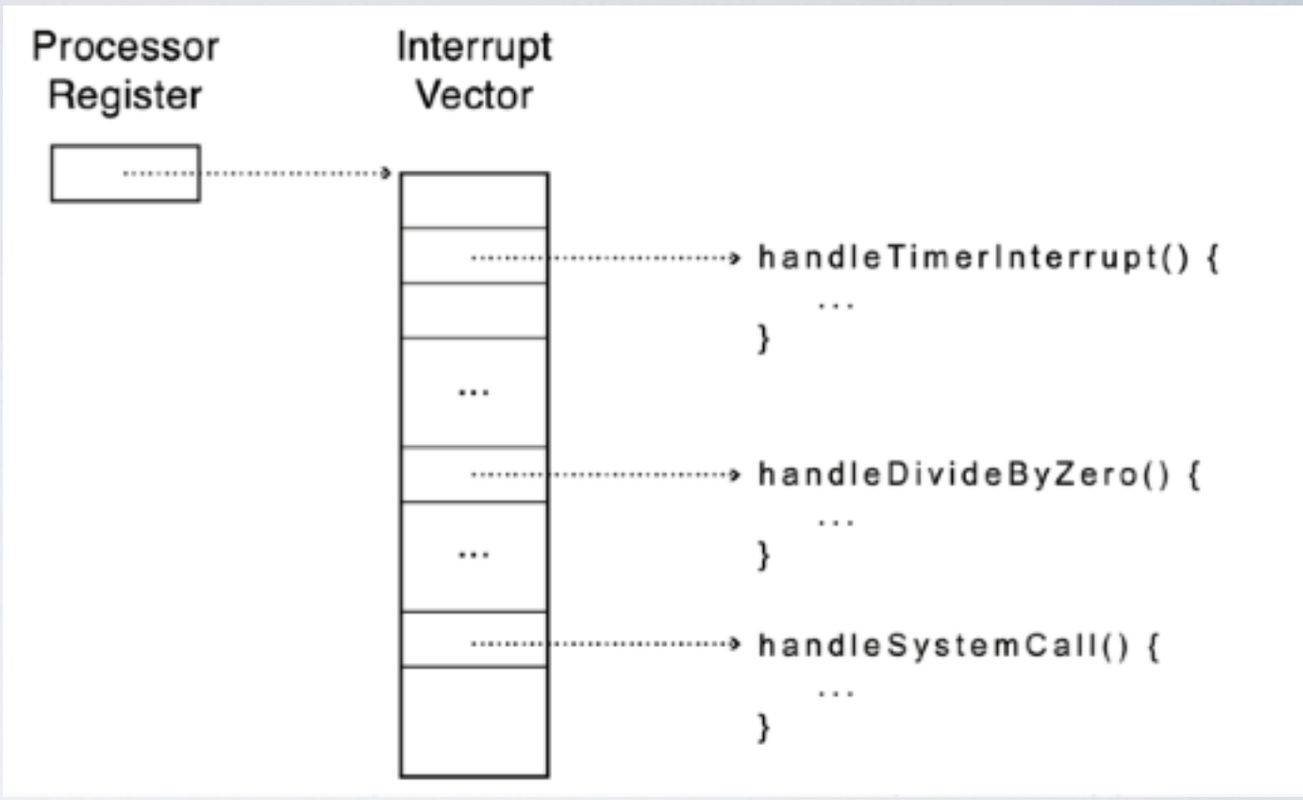
Handling an interrupt



1. The CPU receives an interrupt on the INTR vector
2. The CPU stops the running program and transfer control to the corresponding handler in the Interrupt Descriptor Table (IDT)
3. The handler saves the current running program state
4. The handler executes the functionality
5. The handler restores (or halt) the running program

Where are these interrupt handlers defined

- **Linux**
  `cat /proc/interrupt`

- **Windows**
  `msinfo32.exe`

- **Pintos**
  `see src/threads/interrupt.c`