Example

When a key is pressed…

1. the keyboard controller tells PIC to cause an interrupt on IRQ #1
2. the PIC, which decides if CPU should be notified
3. If so, IRQ 1 is translated into a vector number to index into CPU's Interrupt Descriptor Table
4. The CPU stop the current running program
5. The CPU invoke the current handler
6. The handler talks to the keyboard controller via IN and OUT instructions to ask what key was pressed
7. The handler does something with the result (e.g write to a file in Linux)
8. The handler restores the running program

2. Context Switching