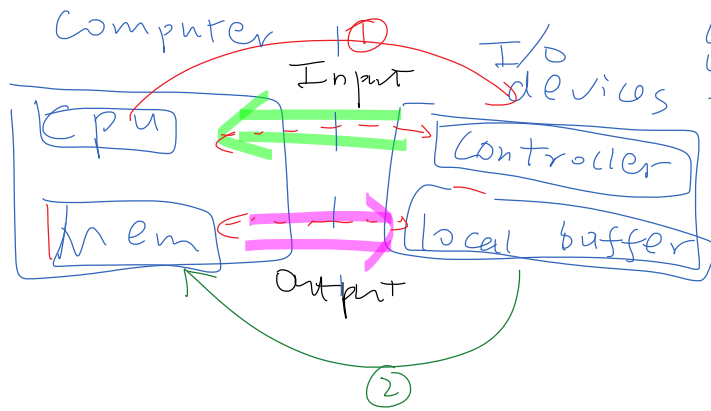


```
if (a) {
    A
} else {
    B
}
```



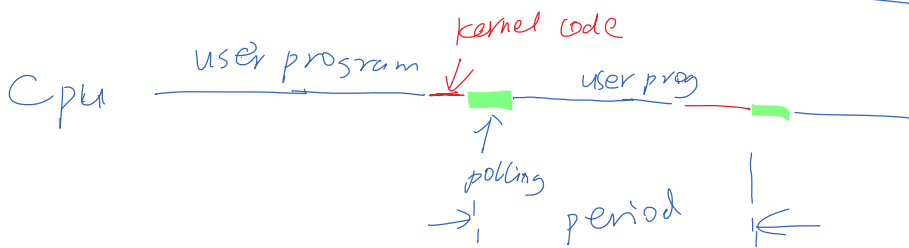
mechanisms  
 ① polling  
 ② Interrupt

Control Communication

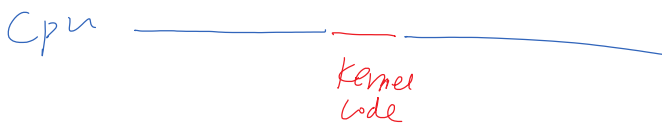
To implement polling

- 1) set up a timer
- 2) timer triggers polling

- 2.1) Send Query to I/O devices.
- 2.2) wait for reply
- 2.3) make decision on next action.



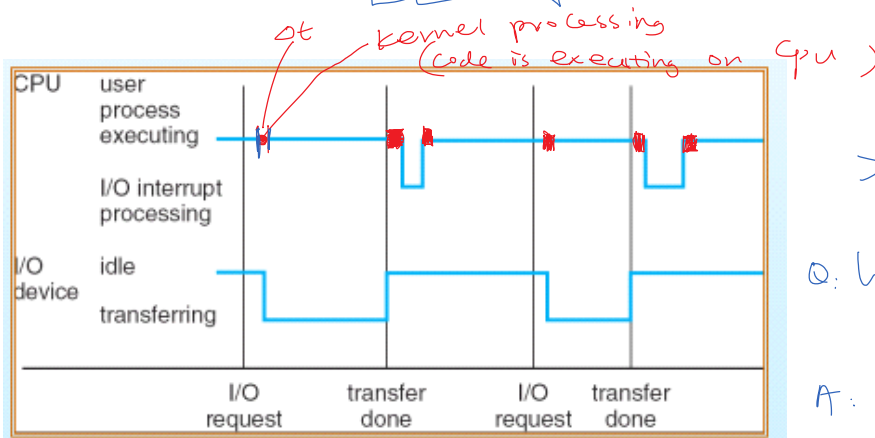
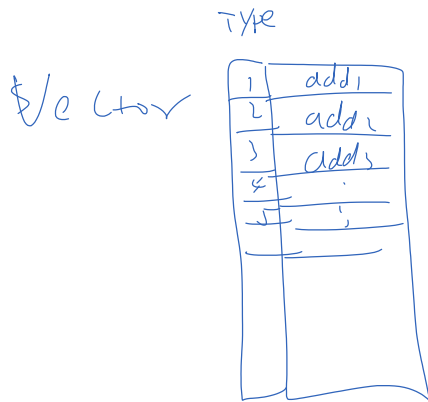
2.3.1 nothing  
 2.3.1 something



he

Program Counter Register

⇒ location of instruction of user programs or kernel code

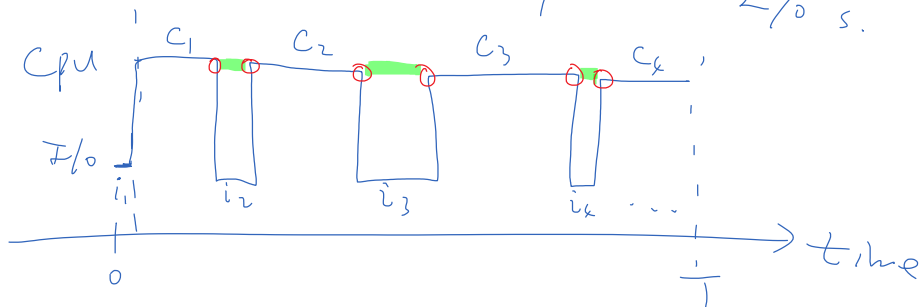


> Cp a b ↓

Q: Where is a?  
(stored on H b)

A: F.S.

(user)  
For any program, it ~~is an~~ has an alternative use of Cpu & I/O s.



main( ) {

scanf( "%d", &id );

✓ f1( id )

scanf( "%s", &name );

✓ f2( name )

✓  
⋮

✓ fopen(        ) :

⋮

$$\text{Cpu Utilization} = \frac{\sum C_k}{\sum C_k + \sum i_j} < 1$$