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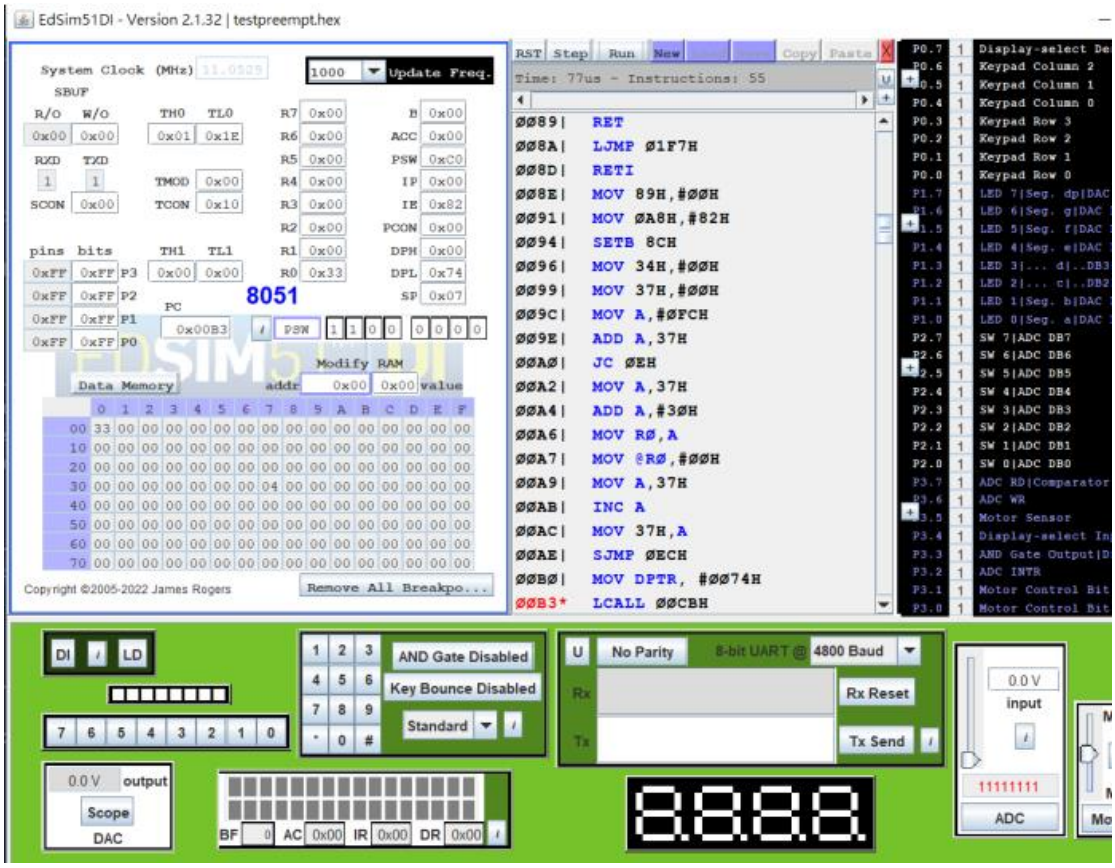
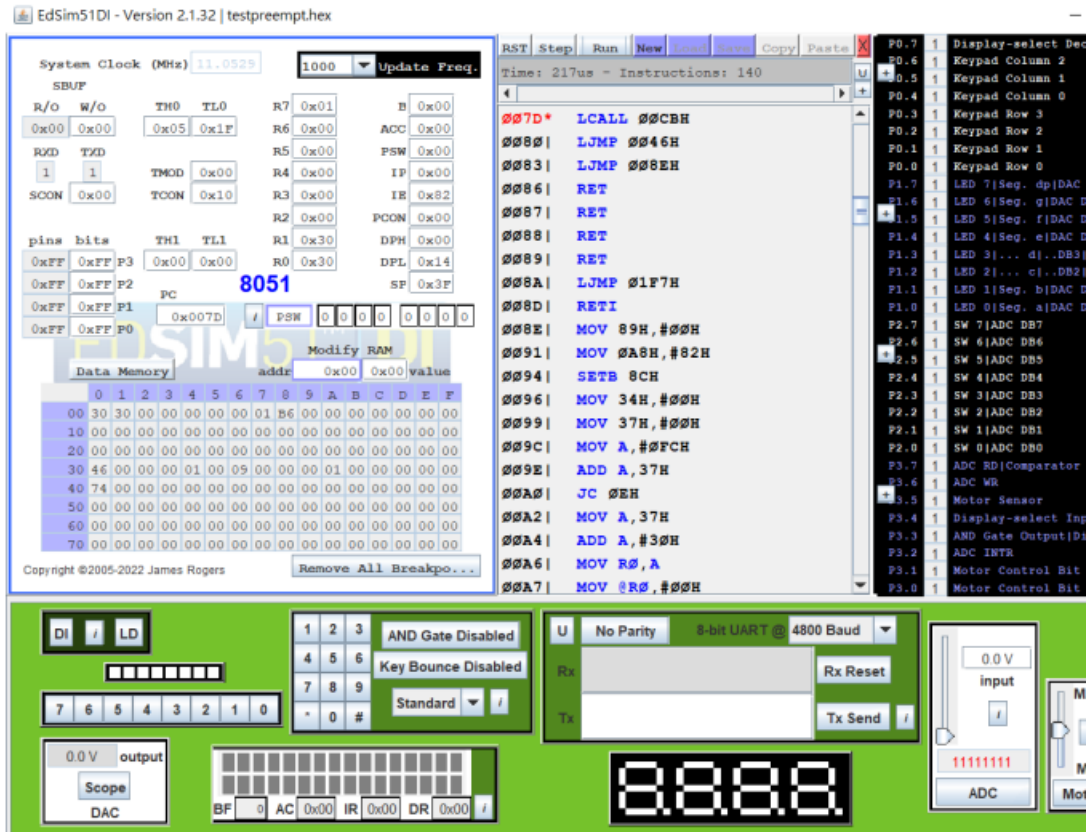
```
User@MSI MINGW64 ~/Desktop/OS/checkpoint2
$ ls
Makefile        preemptive.h    preemptive.rst   testpreempt.c    testpreempt.lst  testpreempt.rel
preemptive.asm  preemptive.lst  preemptive.sym   testpreempt.hex  testpreempt.map  testpreempt.rst
preemptive.c    preemptive.rel  testpreempt.asm  testpreempt.lk   testpreempt.mem  testpreempt.sym

User@MSI MINGW64 ~/Desktop/OS/checkpoint2
$ make clean
rm *.hex *.ihx *.lnk *.lst *.map *.mem *.rel *.rst *.sym *.asm
rm: cannot remove '*.ihx': No such file or directory
rm: cannot remove '*.lnk': No such file or directory
make: *** [Makefile:25: clean] Error 1

User@MSI MINGW64 ~/Desktop/OS/checkpoint2
$ ls
Makefile  preemptive.c  preemptive.h  testpreempt.c  testpreempt.lk

User@MSI MINGW64 ~/Desktop/OS/checkpoint2
$ make
sdcc -c  testpreempt.c
testpreempt.c:62: warning 158: overflow in implicit constant conversion
sdcc -c  preemptive.c
preemptive.c:210: warning 85: in function ThreadCreate unreferenced function argument : 'fp'
sdcc  -o testpreempt.hex testpreempt.rel preemptive.rel

User@MSI MINGW64 ~/Desktop/OS/checkpoint2
$ ls
Makefile        preemptive.h    preemptive.rst   testpreempt.c    testpreempt.lst  testpreempt.rel
preemptive.asm  preemptive.lst  preemptive.sym   testpreempt.hex  testpreempt.map  testpreempt.rst
preemptive.c    preemptive.rel  testpreempt.asm  testpreempt.lk   testpreempt.mem  testpreempt.sym
```

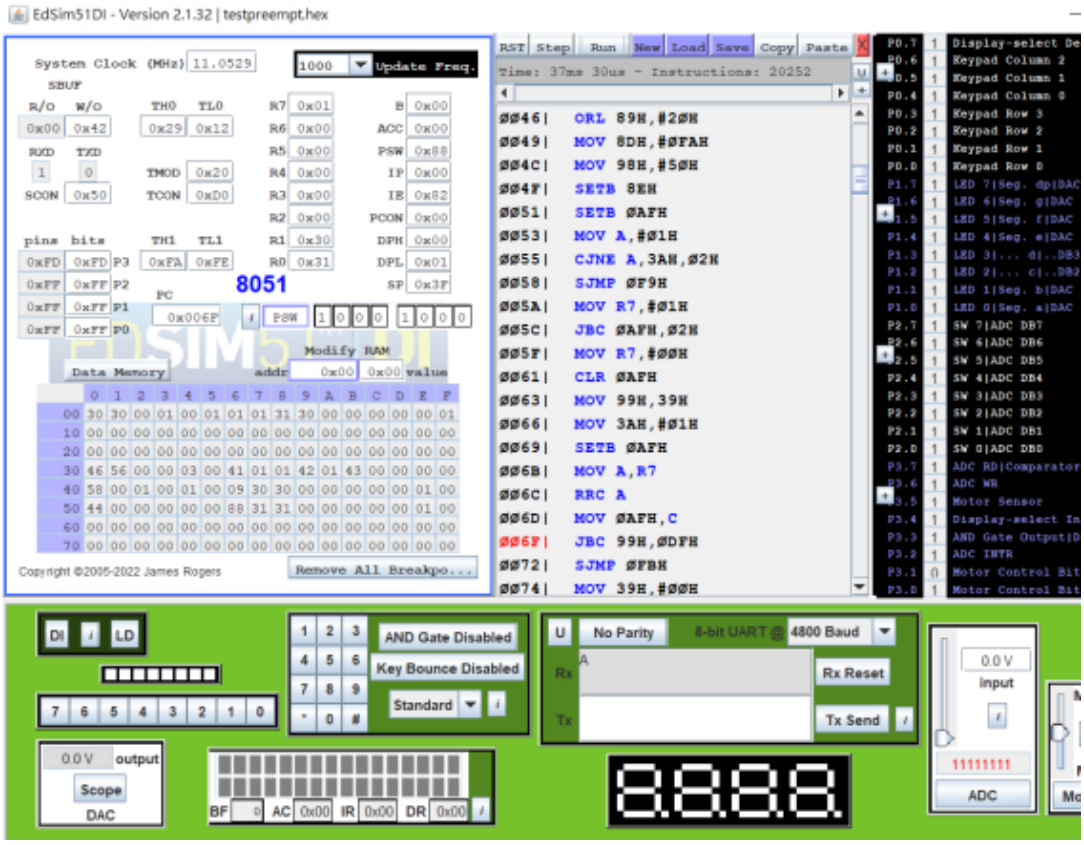
Before calling ThreadCreate(main):



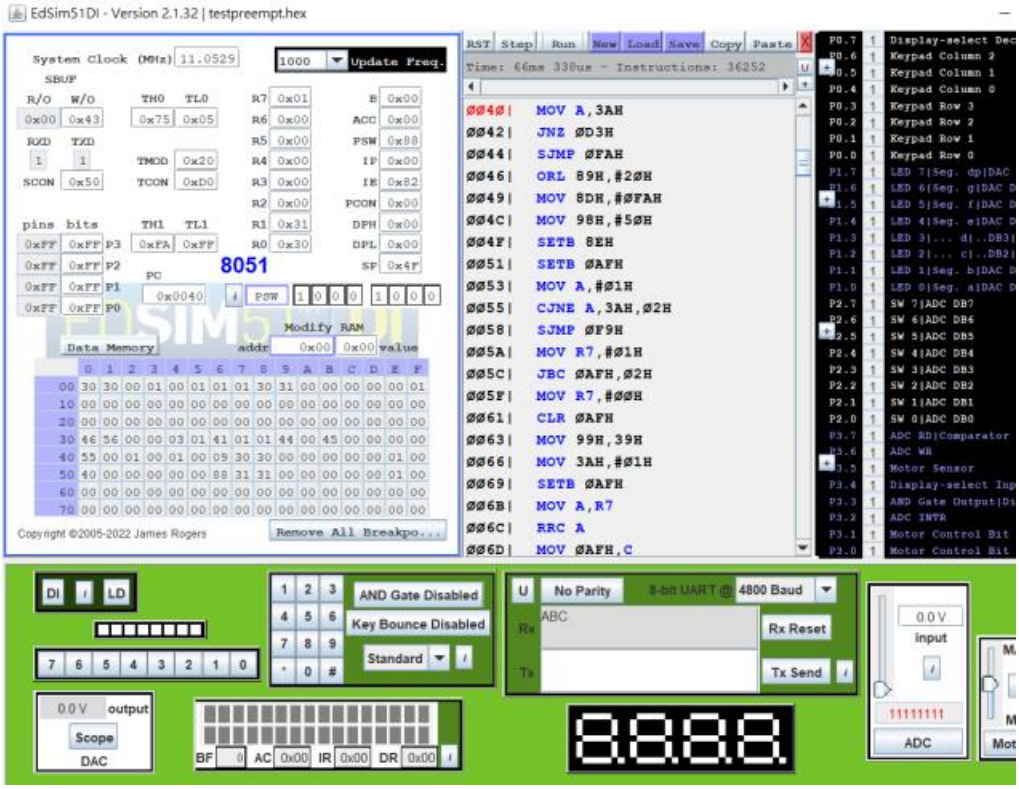
Before calling ThreadCreate(Produder):



After calling ThreadCreate(), 7 objects has been pushed into the stack of the thread.



Value in address 0x35 is 0, means that thread 0 is currently running. So Consumer is running.



Value in address 0x35 is 1, means that thread 1 is currently running. So Producer is running.

Since the thread switching process is triggered by the interrupt, if it is not triggering on a regular basis, then the characters couldn’t be outputted successfully.