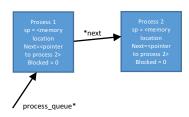
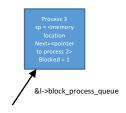
## **Current Process**

## **Process Queue**

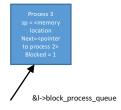
## Blocked Queue





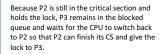
Process 1 sp = <memory location Next=<pointer to process 2> Blocked = 0





## CONTEXT SWTICH; P2 NOT GIVING UP LOCK









/ process\_queue\*



Process 3
sp = <memory
location
Next=<pointer
to process 2>
Blocked = 0