Current Process

Process Queue

Process 1
sp = <memory location>
next = <pointer to process 2>

next* →

Process 2
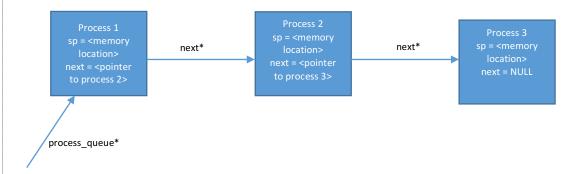sp = <memory location>
next = <pointer to process 3>

next* →

Process 3
sp = <memory location>
next = NULL

process_queue*

Process 1
sp = <memory location>
next = <pointer to process 2>

Process 2
sp = <memory location>
next = <pointer to process 3>

next* →

Process 3
sp = <memory location>
next = NULL

process_queue*

Process 2
sp = <memory location>
next = <pointer to process 3>

Process 3
sp = <memory location>
next = NULL

process_queue*

Process 3
sp = <memory location>
next = NULL

NULL

process_queue*