**Current Process Process Queue**

Process 1

sp = <memory location>

next = <pointer to process 2>

Process 2

sp = <memory location>

next = <pointer to process 3>

next\*

next\*

process\_queue\*

Process 3

sp = <memory location>

next = NULL

process\_queue\*

Process 2

sp = <memory location>

next = <pointer to process 3>

next\*

Process 3

sp = <memory location>

next = NULL

Process 2

sp = <memory location>

next = <pointer to process 3>

Process 3

sp = <memory location>

next = NULL

process\_queue\*

NULL

process\_queue\*

Process 3

sp = <memory location>

next = NULL

Process 1

sp = <memory location>

next = <pointer to process 2>