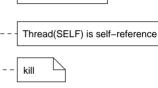
## A Thread A Thread (entry: Pointer = HERE, prio: Priority = USER, state : State = READY) A Thread (self : Self) ~A Thread () ○ stat (stat : Status) suspend () resume () vield () sleep (time: Time) ioin (code: Integer) exit (code : Integer = 0)

nice (nice: Priority)



implicit on return

Thread() is fork