



A_Thread

A_Thread (entry : Pointer = HERE,
prio : Priority = USER,
state : State = READY)

○ --- Thread() is fork

A_Thread (self : Self)

○ ----- Thread(SELF) is self-reference

~A_Thread ()

stat (stat : Status)

suspend ()

resume ()

yield ()

sleep (time : Time)

join (code : Integer)

exit (code : Integer = 0)

nice (nice : Priority)

○ ----- implicit on return

kill