## Thread

Thread (entry: Pointer = CURR, prio: Priority = USER, state: Thread\_State = READY)

Thread (self: Thread\_Self)

etat (status: Thread\_Status)

Thread (self : Thread\_Self)
stat (status : Thread\_Status)
suspend ()
resume ()
yield ()

yield ()
sleep (time : Time)
wait (code : Integer)
exit (code : Integer)

