

After the process sleeps for an allotted amount of time (in this case 1 second) the scheduler would allow the client/consumer process to check for and consume valid data stored at the shared memory location that's been produced by the server/producer process. The producer/server process will work on a timed interval in the same way, once it has slept for 1 second and the scheduler picks up again, it can check if the data has been consumed and if so populate the shared memory location with new data.