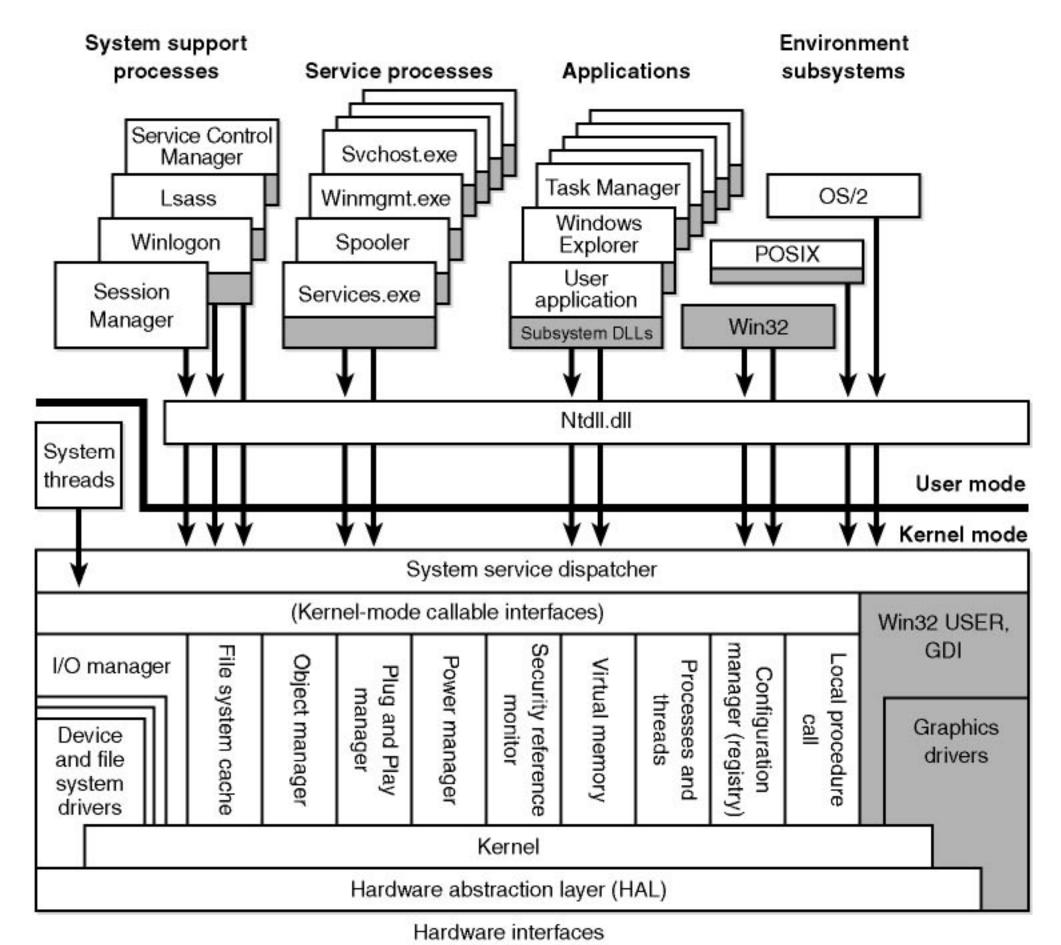
Windows Architecture



(Buses, I/O devices, interrupts, interval timers, DMA, memory cache control, and so on)

API Call 1

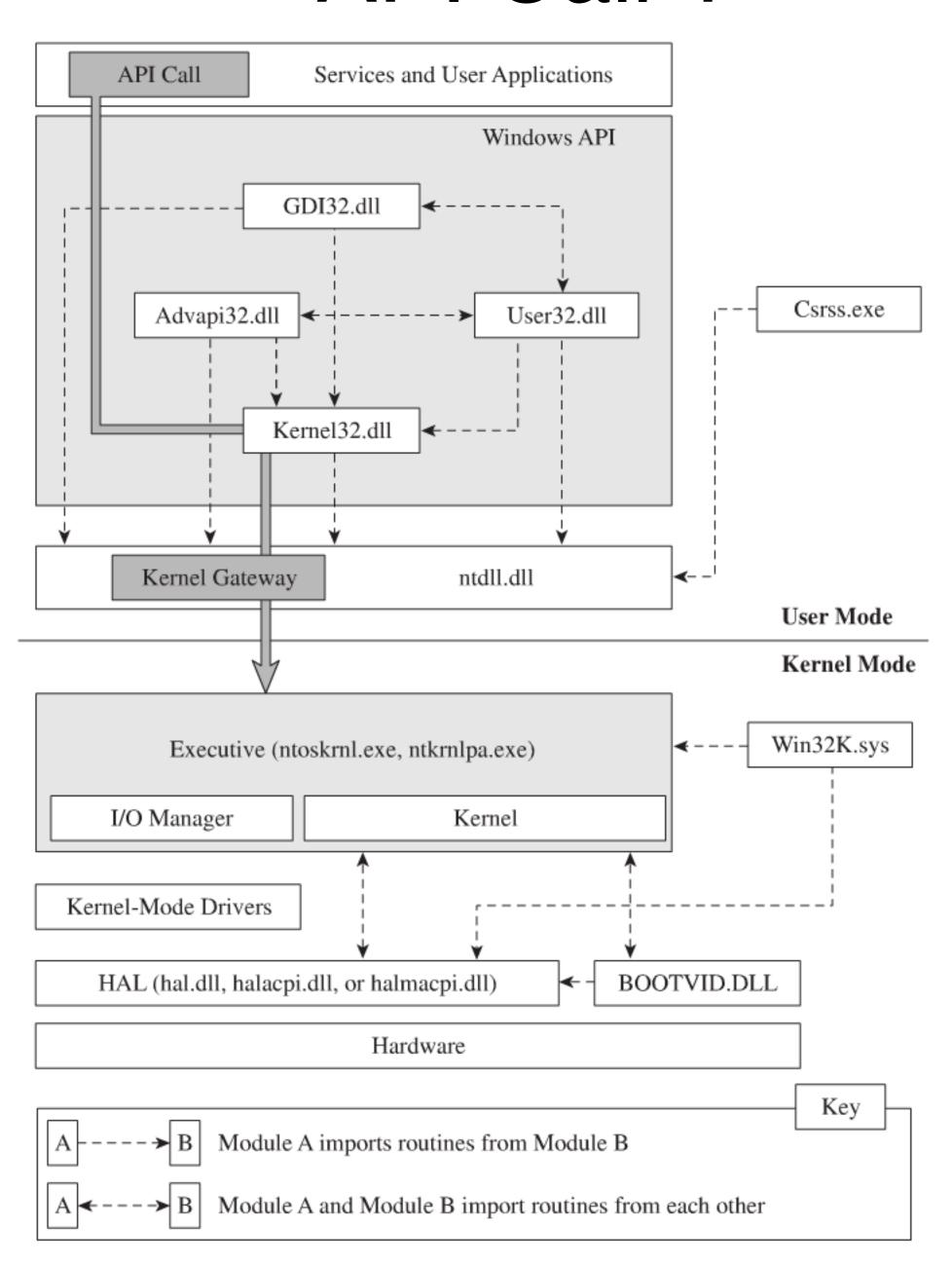


Figure 4.6

API Call 2

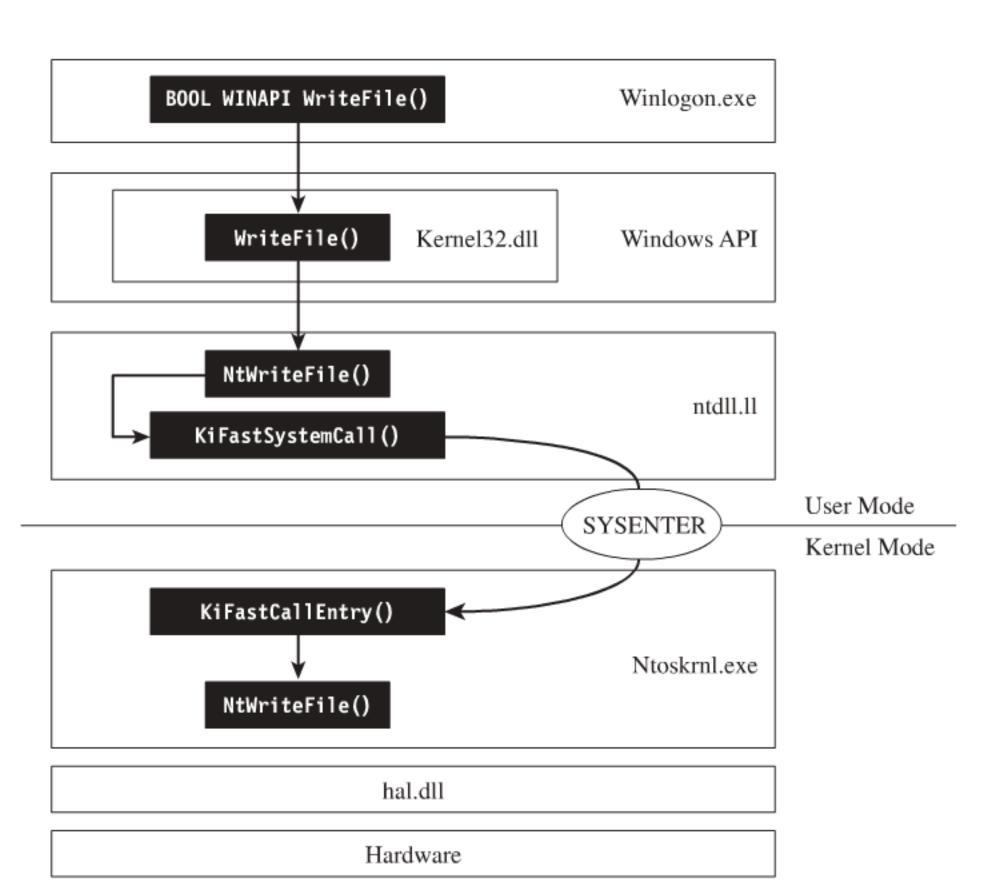


Figure 4.14