Run

- The Dispatcher runs a forever loop.

- The Dispatcher invokes *any one* Part that is *ready*.

- An invoked Part runs to completion, then "returns" to the Dispatcher.

- If a Part generates output Events, the Events are pushed onto the Part's Output Queue.

- Parts cannot have long-running loops (nor deep recursion).

- When a Part returns control back to the Dispatcher, the Dispatcher distributes all output events (described later).

Ready

❖ A Part is *ready* if it has any events on its input queue.

❖ And, not *Busy*