- 1. \$29
- 2. splhigh()
- 3. returns oldspl, which is the old priority level
- 4. 15, which disables all interrupts
- 5. 100 times per second, timer
- 6. Run, ready, sleep, zomb. Zombie threads are cleaned up when a context switch is done
- 7. thread\_sleep()
- 8. To keep a pointer to the thread that is currently executing