1. n-1
2. This variable contains a reference to the tasks in the “ready” state

This variable contains the eventual return value of the process

Tsk\_stack is the address of the current top of the stack, stack is a pointer to the bottom of the stack

Yes. Both structs contain the same variable with the same type.

1. Mp\_tcb is the allocated memory pool for the task control block, and mp\_stk is the allocated memory space for the stack
2. R1-R12, LR, PSR, PC

os\_stackinfo

Add the size of the stack to the pointer to the top of the stack

P\_TCB->tsk\_stack

rt\_get\_PSP()

1. \_declare\_box(mympool,12,20)

\_init\_box(mympool,sizeof(mympool),12)

rt\_alloc\_box

rt\_free \_box

1. Inserts the given task into the given priority list using its assigned priority

Gets the task at the front of the given priority list

1. Blocks the current task and gets the next task from os\_rdy

Dispatches the identified task or dispatches the task with the highest priority if no task is specified

1. Os\_mbx\_wait does not define the return value because the return value is determined when the message is sent, not received (or waited for)
2. Priority Queue