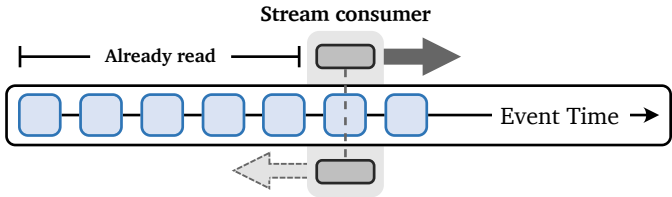


a) In real-time applications, the stream "moves"



b) In non-real-time applications, the consumer moves