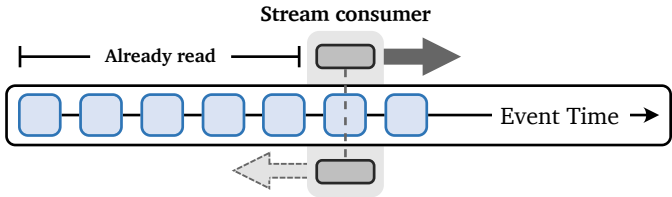a) In real-time applications, the stream "moves"

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