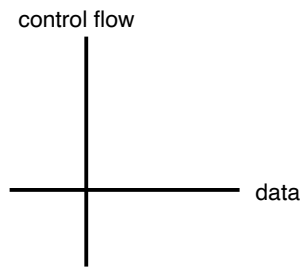
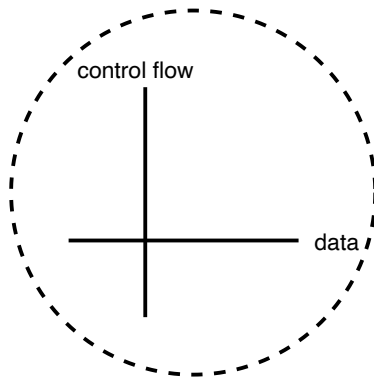


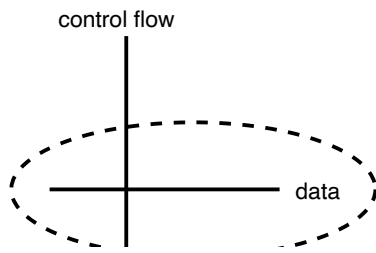
Aspects of a Program



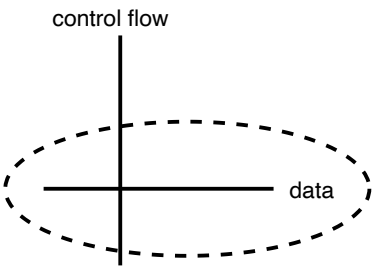
Isolation



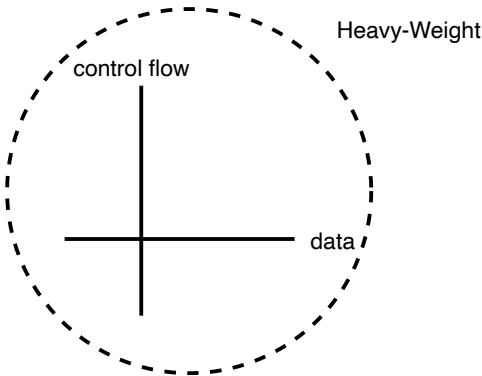
Encapsulation (OO)



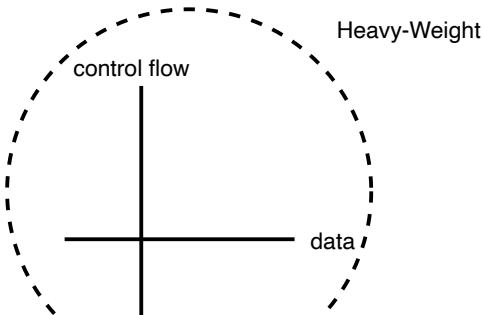
Libraries



Threads

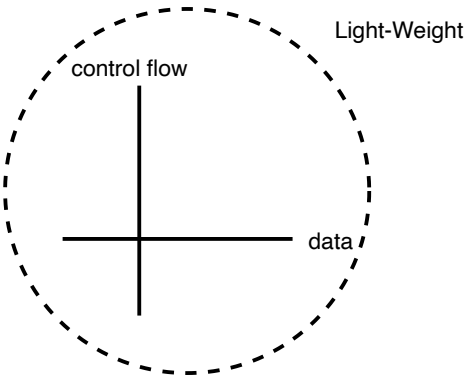


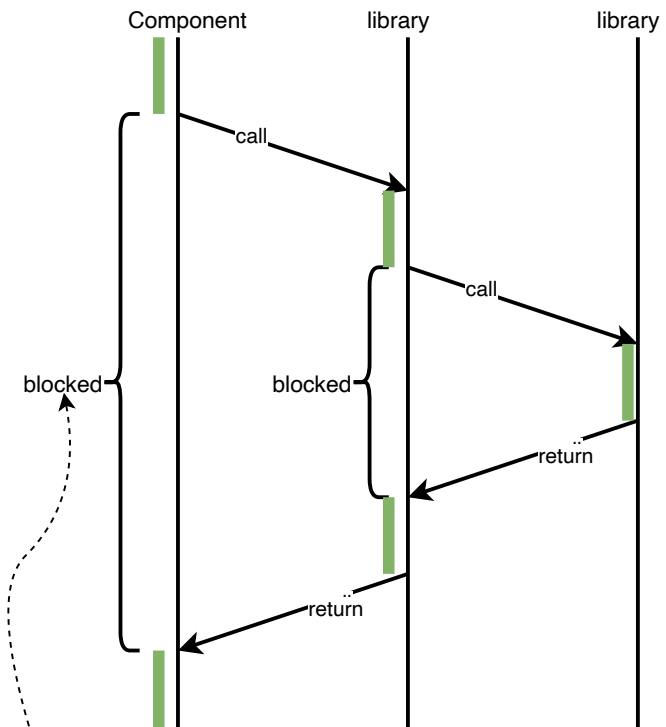
Concurrent Components with Parallelism





Concurrent Components without Parallelism





how long is the
Component
blocked?
It depends on the
library function
(not the
Component)