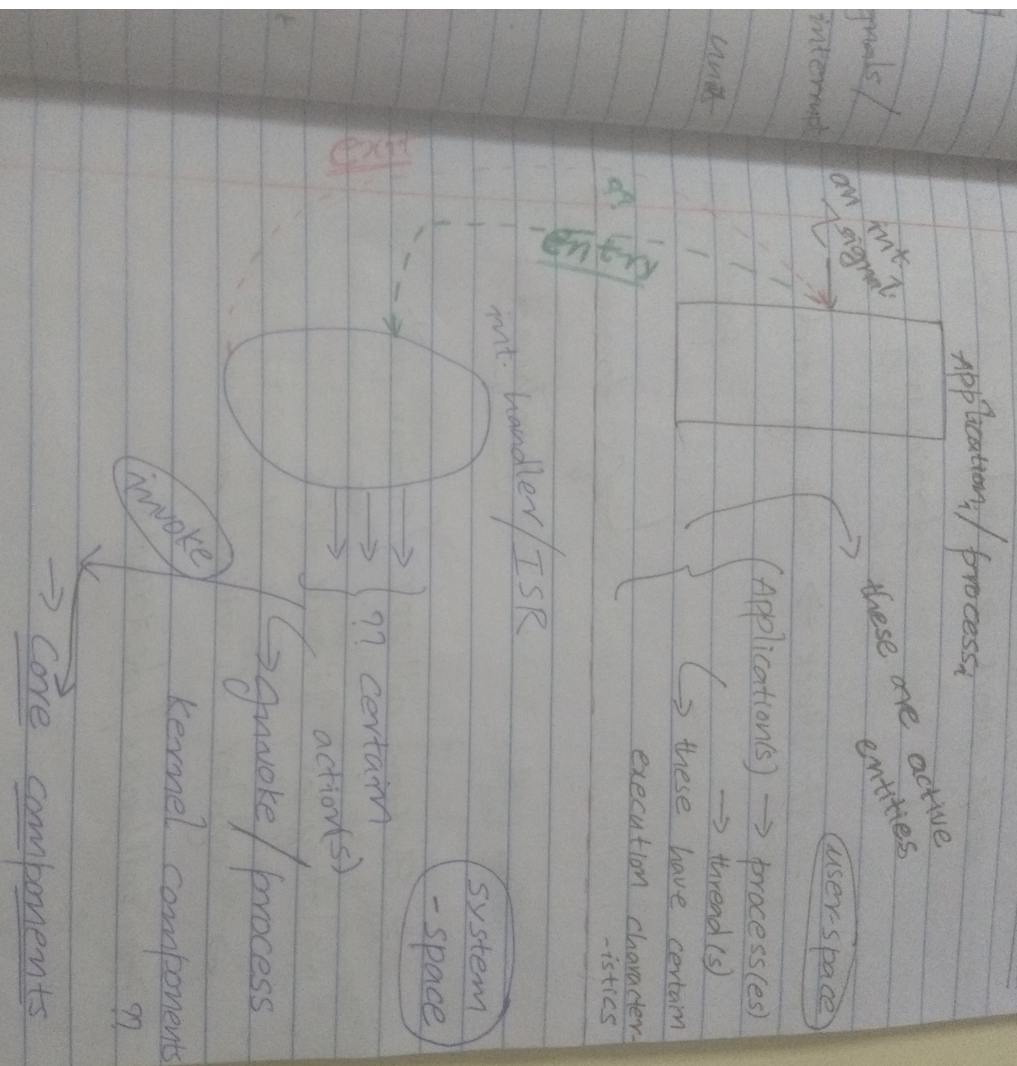


Hardware interrupt mechanism



are pass entities,
typically !!
↳ not associated, with
processes / threads