

A: Because this “for (simulationdelay = 0; simulationdelay<10000000000; simulationdelay++); “ would take a lot of time(Execution time is very long).

A: The task of communicationtask could preemptive the task of matrixtask when it exists blocked state.

A: The task of matrixtask would be preempted by the task of communicationtask.n

A: About 900~1000ms.

```
Start Matrix task ---->
End Matrix task: time(899)
Sending data...
priority task!
priority task!
Delay Matrix task: time(999)
Start Matrix task ---->
End Matrix task: time(897)
Data sent!
priority task!
priority task!
Delay Matrix task: time(997)
Start Matrix task ---->
End Matrix task: time(879)
Data sent finish: time(1976)
Sending data...
priority task: Change priority to 4
priority task!
Delay Matrix task: time(979)
Start Matrix task ---->
Data sent!
Data sent finish: time(201)
Sending data...
Data sent!
Data sent finish: time(200)
Sending data...
Data sent!
Data sent finish: time(200)
Sending data...
Data sent!
Data sent finish: time(200)
Sending data...
Data sent!
Data sent finish: time(200)
Sending data...
End Matrix task: time(906)
priority task!
Data sent!
Delay Matrix task: time(1007)
Start Matrix task ---->
```

