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CSS430, Program2C

Sthread.cpp

1. **EXPLANATION**

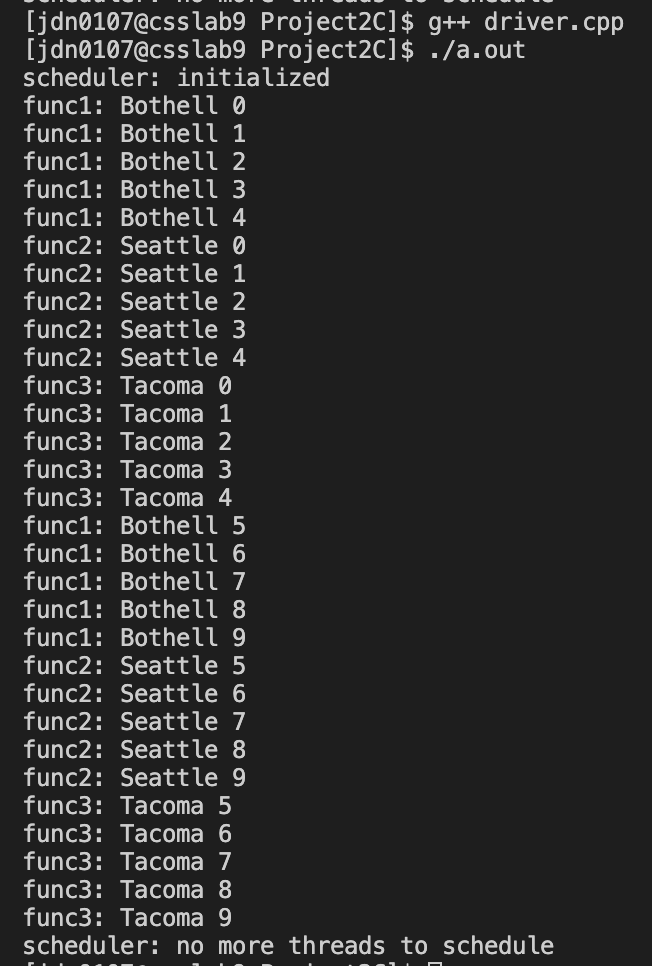
The sthread library uses methods capture() and sthread\_yield() to execute context switch between threads. capture() captures the current thread control block's base + stack pointer and pushes it to the thread queue, to be resumed later once the scheduler comes back to the current thread. sthread\_yield( ) voluntarily yields the current running thread once it is alarmed by the time; captures the current activation records.

1. **STACK ILLUSTRATION**

**Diagram

Description automatically generated**

1. **PROGRAM OUTPUT**

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