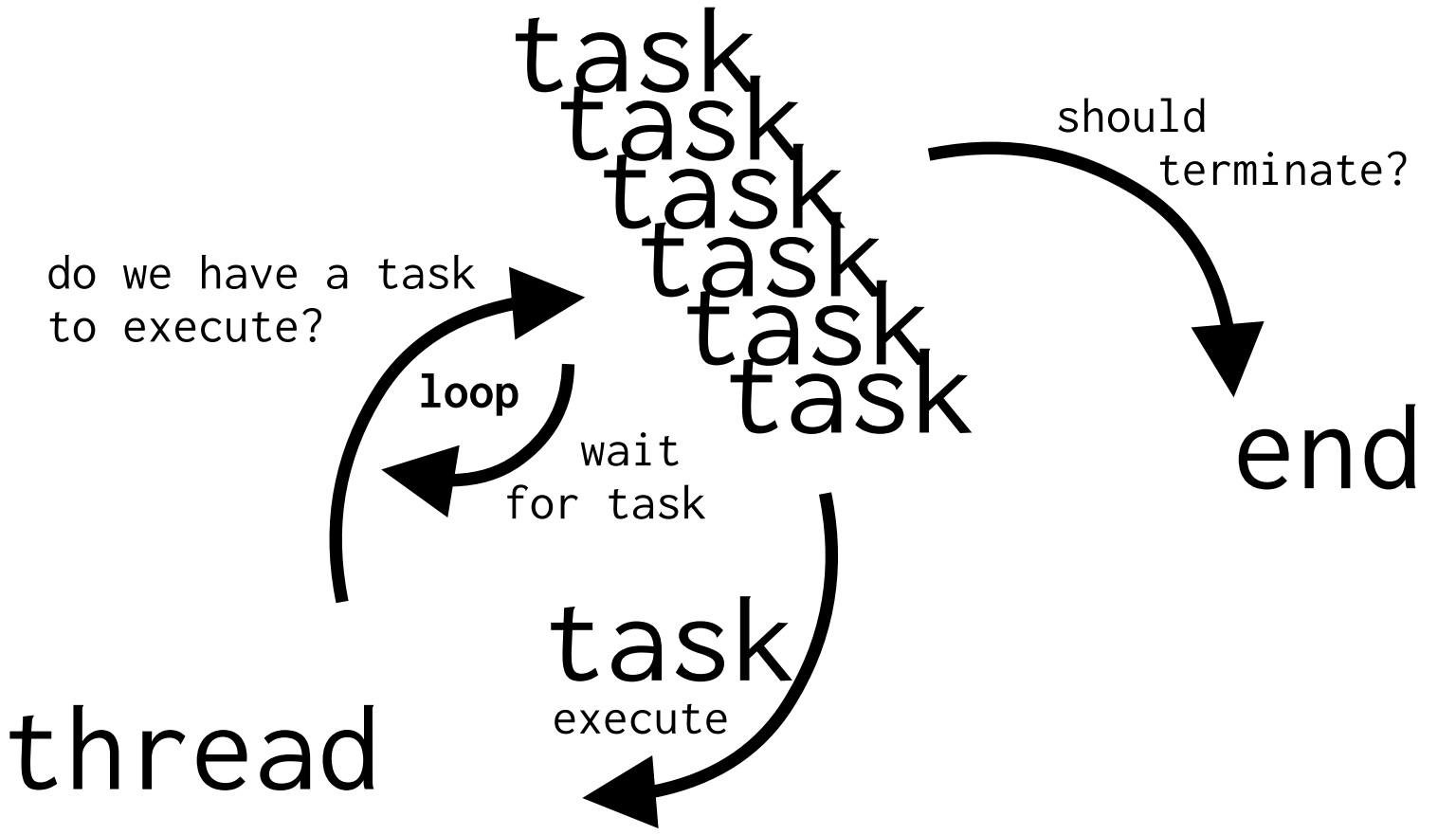
EventLoop




```
func loop() {
    init()
    do {
        var task = get_next_task()
        process_task(task)
    } while (task != exit)
}
```