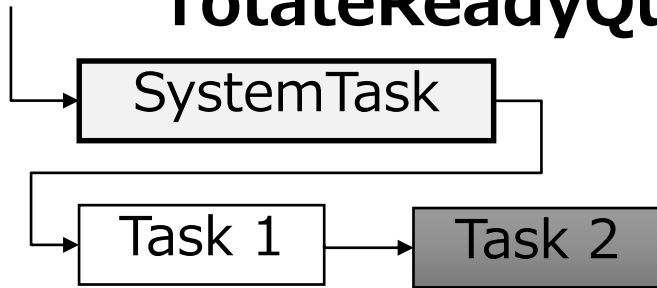


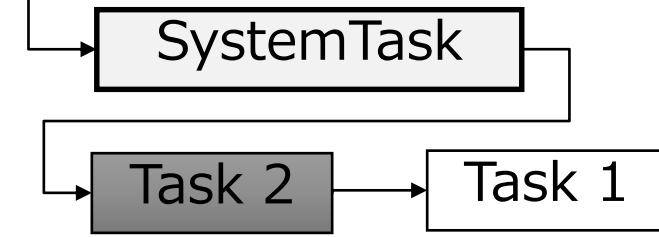
priority :  
SYSTEM\_PRIORITY (HIGH)

**rotateReadyQueue(RITEVM\_PRIORITY)**



priority :  
RITEVM\_PRIORITY (LOW)

priority :  
SYSTEM\_PRIORITY (HIGH)



priority :  
RITEVM\_PRIORITY (LOW)

```
Cyclic Handler{  
    rotateReadyQueue(RITEVM_PRIORITY);  
}
```

