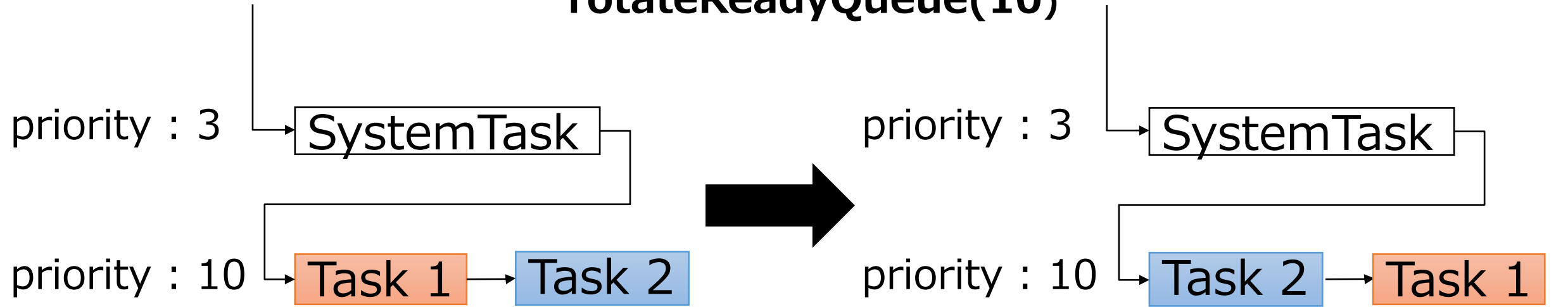


rotateReadyQueue(10)



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

