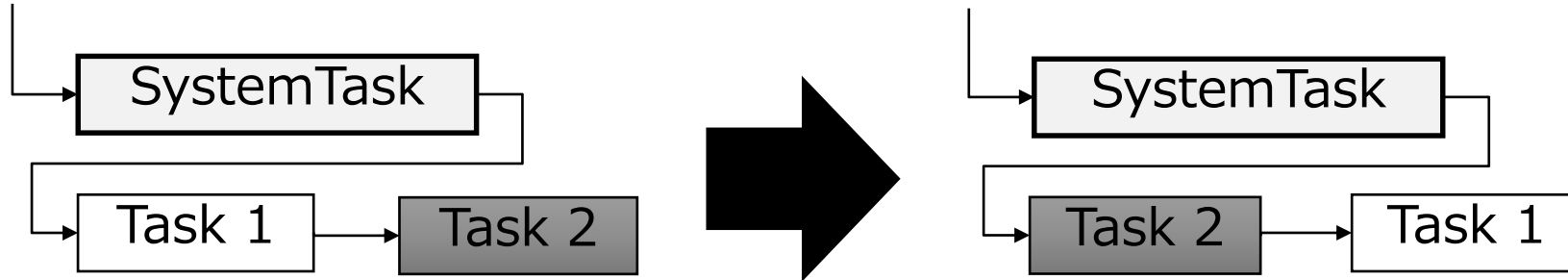


priority :
SYSTEM_PRIORITY (HIGH)

rotateReadyQueue(RITEVM_PRIORITY)

priority :
RITEVM_PRIORITY (LOW)



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

