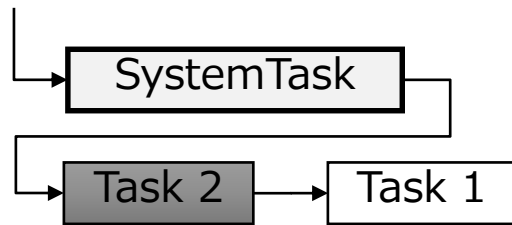
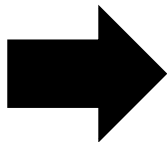
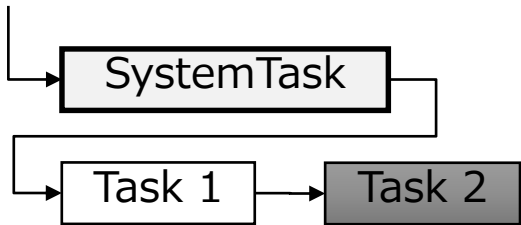


priority :  
SYSTEM\_PRIORITY (HIGH)

## rotateReadyQueue(RITEVM\_PRIORITY)

priority :  
RITEVM\_PRIORITY (LOW)



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

