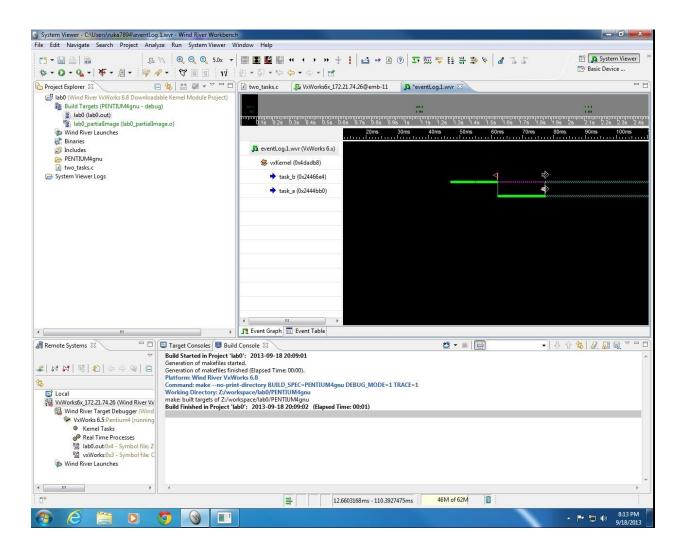
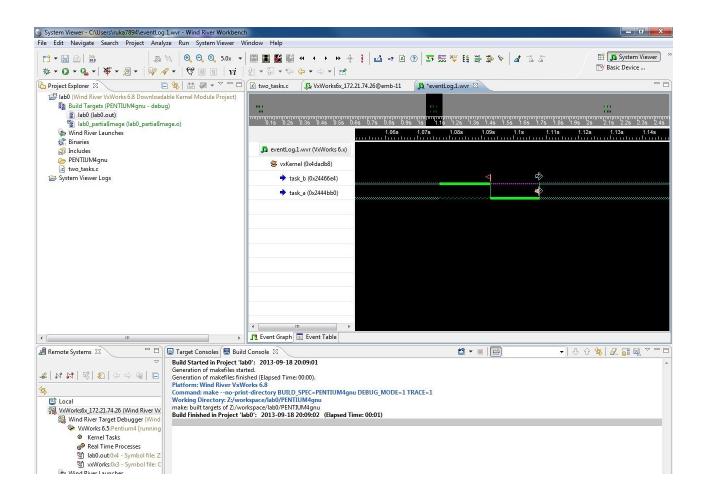
```
VxWorks6x_172.21.74.31@EMB-05 - Host Shell
         Copyright (c) 1995-2009 Wind River Systems, Inc.
C++ Constructors/Destructors Strategy is AUTOMATIC
 > moduleShow
MODULE NAME
                                     MODULE ID GROUP #
                                                                      TEXT START DATA START
                                                                   0 0x02440608 NO SEGMENT 0x02440B58
lab0.out
                                     0x021915e0
                                     0x0217fe40
vxWorks
                                                                   0 0x00308000 0x004BD900 0x004CEC00
value = 0 = 0x0
-> lkup "test_tasks"
test_tasks1
test_tasks2
                                       0x024406bc text
0x0244089f text
                                                                     (two_tasks.c)
(two_tasks.c)
test_tasks2
value = 0 = 0x0
-> test_tasks1
Old task a not found
Old task b not found
Task A task spawned
Task B task spawned
value = 20 = 0x14 =
                              _vx_offset_SM_SEMAPHORE_count
value – 20 – 5211
–> sp test_tasks1
task spawned: id =
value = 38022056 =
                            0x2442ba8, name = s5u0
0x2442ba8
```

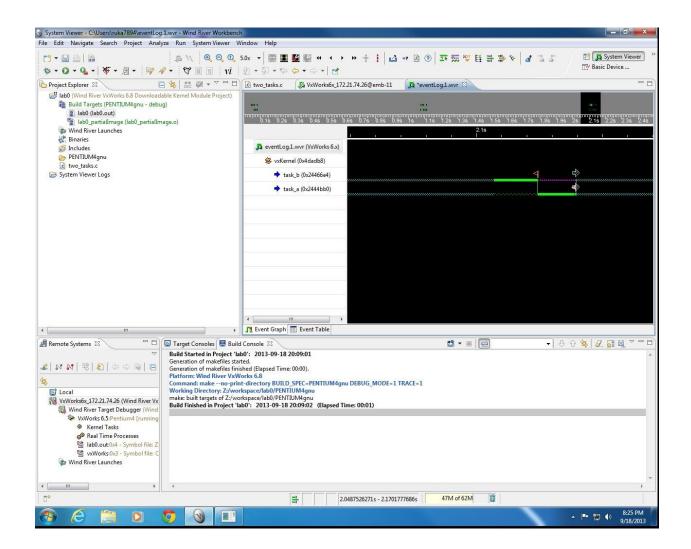
Q2).

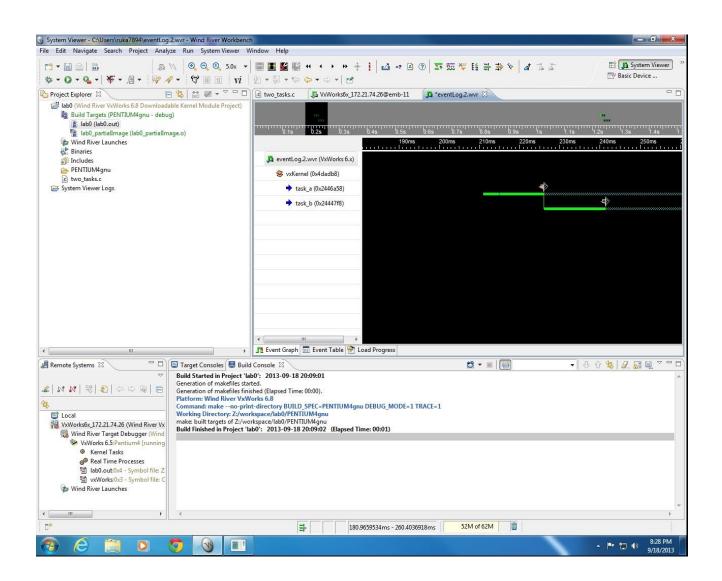
The function test_tasks1 and test_tasks2 initially set the system clock rate to 1000 ticks per second. then the old tasks task_a and task_b are deleted. Then a binary semaphore is created after which the tasks task_a and task_b are spawned. In test-tasks1(), task_b has a higher priority and hence executes first. The task_b then performs semTake which empties the semaphore after which task_b enters the pending state. As this happens, task_a starts execution and on completing the execution, it performs a semGive and at this point both the tasks are delayed. When the delay period is over, task_b returns execution while task_a enters ready state.

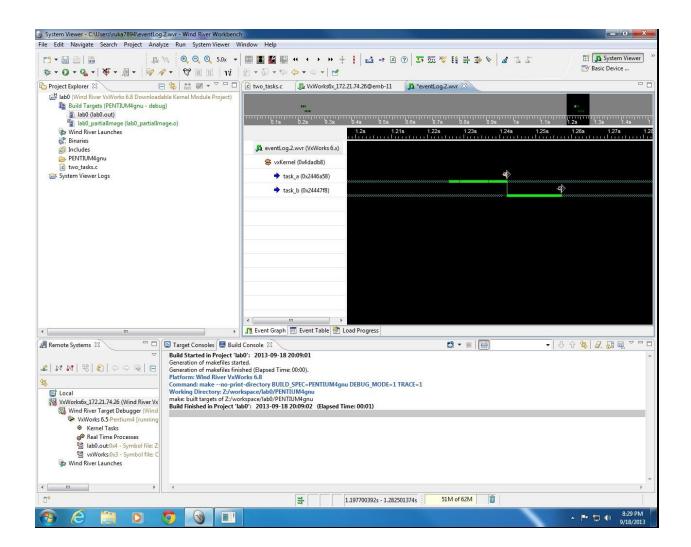
In test_tasks2, task_a has higher priority and hence executes first. After execution it performs a semGive and enters a delayed state. At this task_b starts execution and after execution performs semTake to empty the semaphore and enters the delayed state.

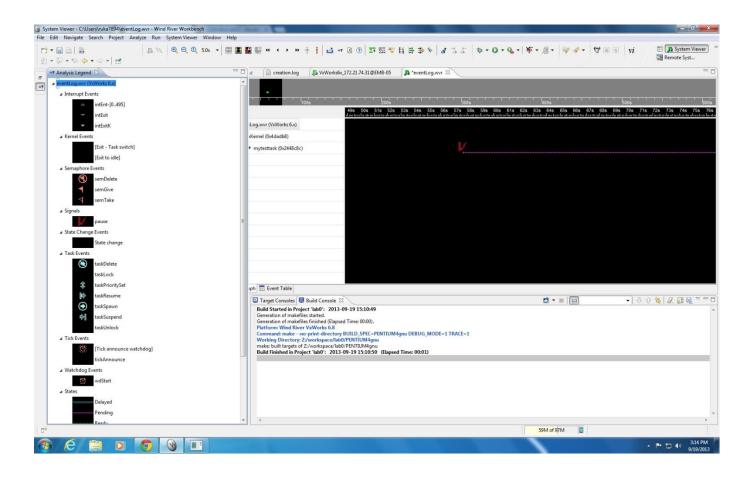


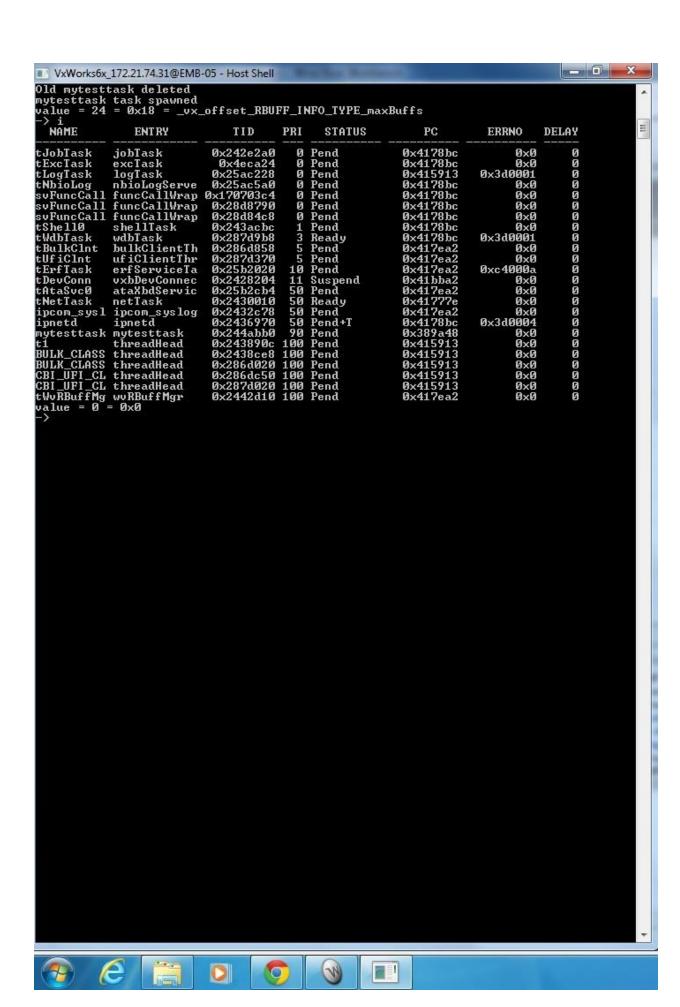




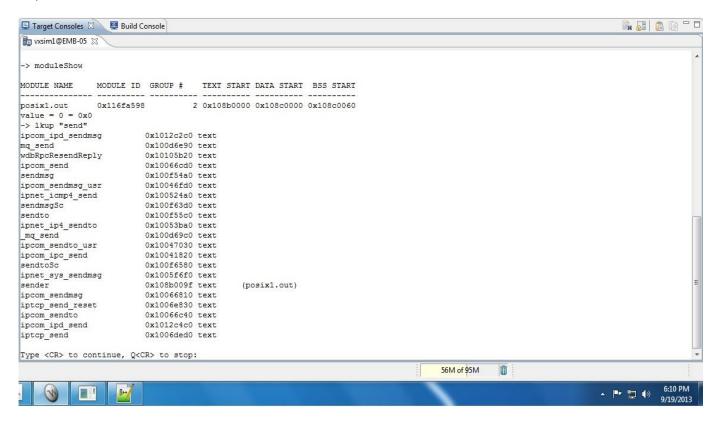




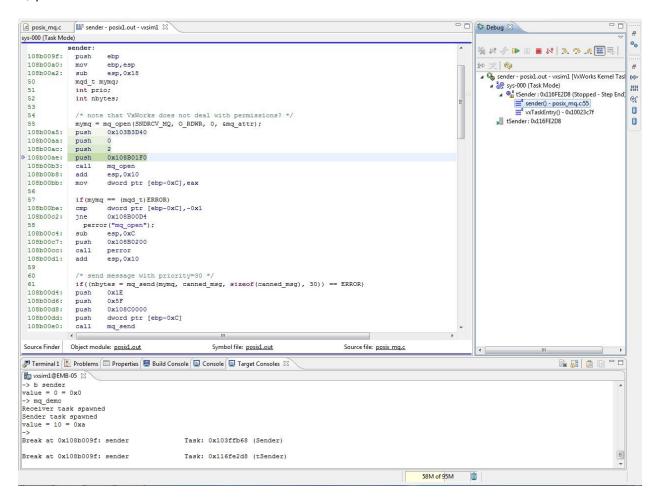




Q5).



Q6).



Ans: 7