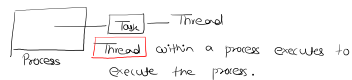
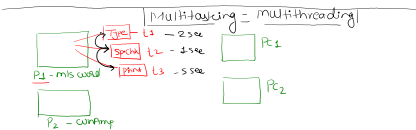
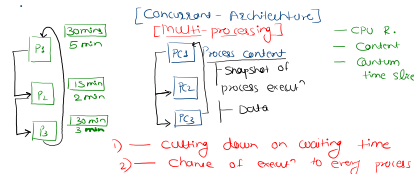
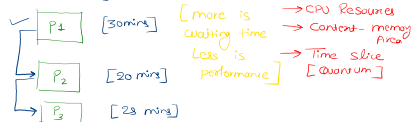
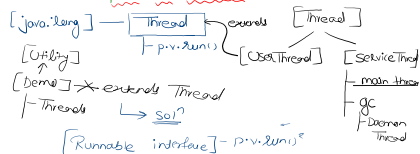


[Non-concurrent Architecture]



Thread - It is an entity that represents an independent path of execution.



[Thread Life Cycle]

