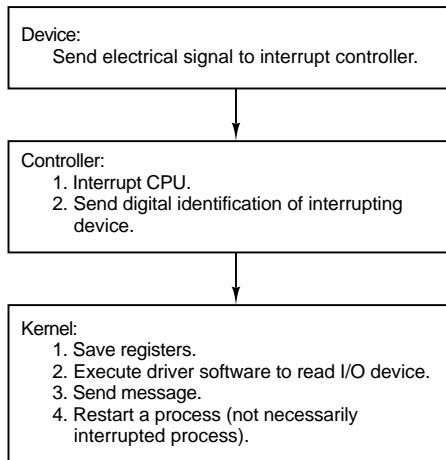
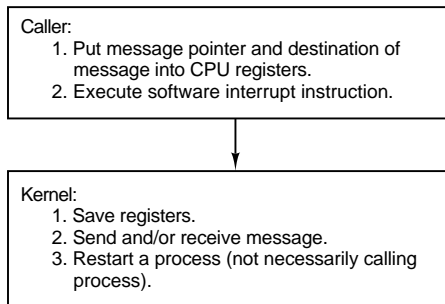


# Hardware INT vs. Software INT



(a)



(b)