

9(a)	One mark per mark point (Max 2) MP1 the kernel receives a signal when an interrupt is generated MP2 the kernel checks the priority and reviews the status/priority of the current interrupts MP3 system enters kernel mode if the type of interrupt is of higher priority than the current process MP4 the kernel consults the interrupt dispatch table / IDT MP5 ... and saves the state of the interrupted process / contents of the registers on the kernel stack MP6 the kernel restores the process state e.g. contents of registers once the interrupt is serviced
9(b)(i)	One mark per mark point (Max 1) MP1 multi-tasking allows computers to carry out / seem to carry out more than one process at a time
9(b)(ii)	One mark per mark point (Max 2) MP1 processor time/common hardware and resources is/are shared between tasks MP2 scheduling is used to decide on the processes to be carried out to ensure multi-tasking operates correctly / efficiently / without clashes MP3 one task of a higher priority can interrupt another task that is currently running