module TimeServer
  op get_time() returns int;
  op delay(int);
  op tick(); # called by clock interrupt handler
body TimeServer
  process Timer {
    int tod = 0; # time of day
    while (true)
      in get_time() returns time -> time = tod;
      [] delay(waketime) and waketime <= tod -> skip;
      [] tick() -> { tod = tod+1; restart timer; }
    ni
  }
end TimeServer

Figure 8.7  A time server using rendezvous.

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