

```

struct task_struct {

    volatile long        state;
    long                counter, priority;
    struct task_struct   *next_task, *prev_task;
    struct task_struct   *next_run, *prev_run;
    int                 exit_code, exit_signal;
    int                 pid;
    struct task_struct   *p_opptr, *p_cptra;
    struct wait_queue    *wait_chldexit;
    struct task_struct   *pidhash_next;
    unsigned long        policy;
    struct tms           times;
    unsigned long        start_time;
    unsigned short       uid, gid;
    struct thread_struct tss;
    struct files_struct  *files;
    struct mm_struct     *mm;
    struct signal_struct *sig;
    sigset_t             signal, blocked;
};

```