

```
Intel_event_loop()
{
    do forever {
        E = getnextevent();
        if (E is termination event) {
            return to caller;
        } else if (E is exception event) {
            call exception handler function;
        } else if (E is timer event) {
            call timer handler function;
        } /* Note: additional event tests can be added here */
    }
}
```

Figure 23.6 The basic structure of the event loop in an ACE core component. The code must contain a call for each possible event.