RTX P3

Things we have learned and mistakes we have made

- We should **unit test specific functions** such as **parsing** of process ID's from string to integer **before** using these functions in our Kernel. This will save a lot of grief.
- **Having a container (enum)** of elements such as process ID makes things cleaner. However, we should make sure that **all places uses it** instead of using integers in some places. This happened when we defined our process IDs. We used integers instead of enums in our PCB's and changed it to use enums instead.
- **Organize processes and modules into its own individual file**. It's better than having one massive file. We did this with our individual system processes and i-processes such as UART and KCD.
- Once we're done with a feature, we should clean up the files so we **don't have hanging headers and variables** that we're not using.
- Make **functions static** if they will not be used outside of the C file.
- Have a **shared file with commonly used utility** in it such as string copy and string equal.