

Husain Alshehhi

BlockDisk:

Since the objective was to use some other method beside busy waiting, simply changed the function for checking if it is busy or now. If it is busy, simply put the thread in the queue, and move to another thread. This way, whenever the thread runs and finds out it is busy, it gives up the CPU for another thread.

However, it seems that there is a problem with terminating thread in my scheduler. Could not fix it.

FileSystem:

The file system is an array of files (hence limited). Each file contains the first block, the current block, the current position, and the size, beside the ID. Hence, creating and deleting a file is merely manipulation on the contained array. Assigning the ID to each file was based on a variables that incremented each time a file is created. When the file is being read or written to, the array is being copied to or from to the block, which changes size depending on the input.

Much of the ideas came from ywdarklord on github.