**Operating system 2 Project – Cover sheet**

Project Title……Multiple Sleeping Barber Problem…………. Group#……………………….

Discussion time :- ………9:20:00 AM……….. Instructor ………Mohamed Kamal………

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| --- | --- | --- | --- | --- | --- |
| ID | Name(Arabic) | Bounce | Minus | Total Grade | Comment |
| 202000453 | شهيره محمد عبد النبى السيد |  |  |  |  |
| 202000926 | معتز محمد بصرى حجاج |  |  |  |  |
| 202000953 | مهتدى سامح صبرى عبدالعظيم |  |  |  |  |
| 202000440 | شنوده وجدى موريس |  |  |  |  |
| 202000975 | نادر سعيد جلال السيد |  |  |  |  |
| 202000906 | مصطفى علاء الدين مصطفى |  |  |  |  |
| 202000351 | زياد احمد محمد رفعت |  |  |  |  |
| 202001000 | نور الدين ايمن عيسى سليمان |  |  |  |  |

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| Critrial |  | | | | | | | | Grade | | | Team Grade | Comment |
| Documentation | Solution pseudocode | | | | | | | |  | 1 | |  |  |
| Examples of Deadlock | | | | | | | |  | 1 | |  |  |
| How did solve deadlock | | | | | | | |  | 1 | |  |  |
| Examples of starvation | | | | | | | |  | 1 | |  |  |
| How did solve starvation | | | | | | | |  | 1 | |  |  |
|  | Explanation for real world application and how did apply the problem | | | | | | | |  | 1 | |  |  |
| GitHub | Upload project files | | | | | | | |  | 2 | |  |  |
| Submitted before discussion time (shared GitHub project link with TA and Dr) | | | | | | | |  | 1 | |  |  |
| Only one contribution | | | | | | | | -1 | | |  |  |
| Implementation | Run correctly (correct output) | | | | | | | |  | 5 | |  |  |
| Run but with incorrect output | | | | | | | | -3 | | |  |  |
| Not run at all (error and exceptions) | | | | | | | | -8 | | |  |  |
| Free from Deadlock | | | | | | | |  | 3 | |  |  |
| Free from deadlock in some cases and not free in other cases | | | | | | | | -2 | | |  |  |
| Free from Starvation | | | | | | | |  | 2 | |  |  |
| Free from Starvation in some cases and not free in other cases | | | | | | | | -1 | | |  |  |
| Apply problem to real world application | | | | | | | |  | 6 | |  |  |
| Total |  | Total grade for Team | | | | |  | |  | 25 |  |  |  |
|  | Total Team Grade(after adjustment) | | | | | |  |  | 25 |  |  |  |
| Bounce | Multithreading GUI Based Java Swing | | | | | | | | +5 | | |  |  |
| Multithreading GUI Based Java | | | | | | | |  |  |
| Swing( | | adjustment | | ) | | | |
| Multithreading GUI Based JavaFX | | | | | | | | +10 | | |  |  |
| Multithreading GUI Based | | | | | | | |  |  |
| JavaFX( | | | adjustment | | ) | | |
| Bounce Graphic and animation | | | | | | | | +5 | | |  |  |
| Total with  Bounce |  | Total Team Grade | | |  | | | |  | | |  |  |
|  | Total Team Grade(after adjustment) | | | | | |  |  | | |  |  |