OS Simulator (0.0.1)

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Technical Manual

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2. Overview

This program is meant to simulate some uses and processes that an Operating System would be responsible for completing and keeping track of. This “Operating System” is running on top of the current OS, so most things are already handled for us, but these commands make a good example for things an OS may have to do.

Stylistically, I have chosen to do a menu style rather than a command line so that the user clearly knows what exactly they should type and how to use the program. I have also made the decision to use integers for the select of commands that are displayed in the menu each time before the user enters which command they would like to perform. This style also works well because there’s a very limited set of commands which this program can perform so the list shown in the menu is still kept short.

3. Program Structure

The program has the structure of a menu. Some commands have sub menus which then allow the user to perform those commands within the sub menu. There is an OS class that handles the date and stores the file names. There is also a README.txt file which contains reference to resources used during the construction of this program.

There are 3 objects created in this program. The date object is used to set the original date that can then be modified. It is imported from java.util.\*. The OS object is used to set the version number as well as to alter the date. The scanner object is used to take user input.

4. Function Descriptions

There is only 1 function in this program and it is used to set the original names of the commands. Once the user changes command names, they can still return to the originals.

5. Data Structures and Classes

There is an array of size 8 that contains the names of the commands. This is used so the names can be altered and changed in various places in the program by only one alteration.

A vector of original size 10 that grows by 5 positions each time needed is used to retain the history of commands entered in the main menu by the user.

In the OS class, there is a vector which contains the names of the files in the program.

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