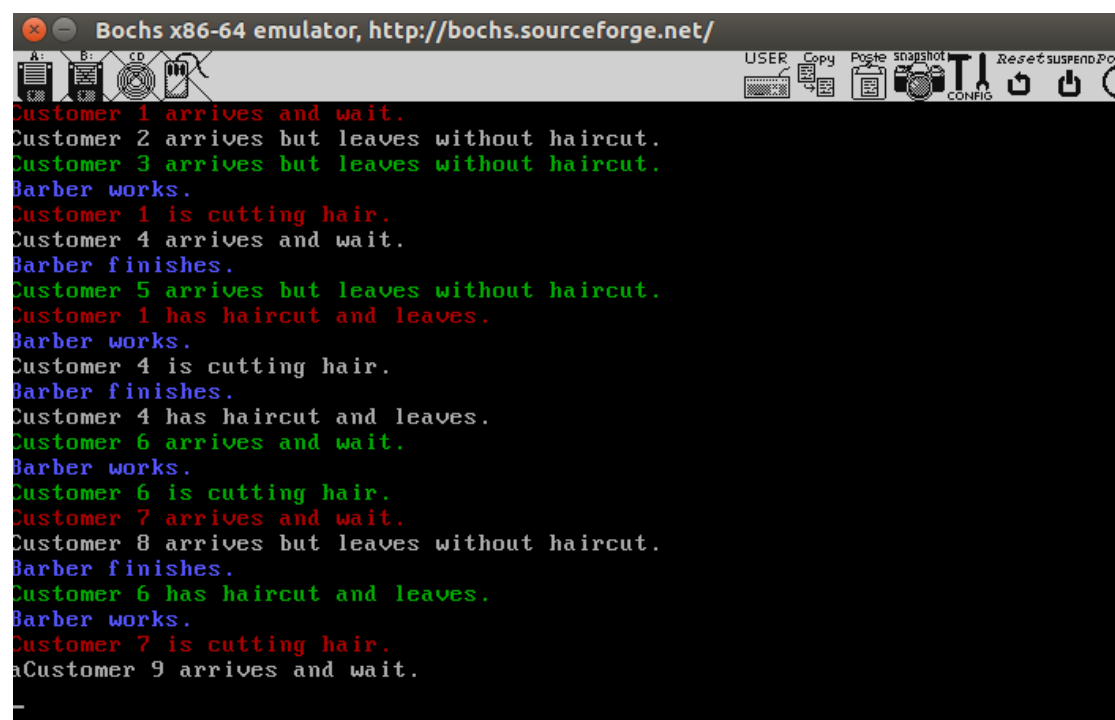


实验四修改步骤:

- 1.const.h 中 NR_SYS_CALL 加 4
- 2.global.c 中 sys_call_table[]增加四个成员, 分别为
sys_disp_str, sys_process_sleep, sys_sem_p, sys_sem_v
- 3.proc.c 中实现 sys_process_sleep, sys_sem_p, sys_sem_v 的函数体, tty.c 中实现
sys_disp_str 的函数体
- 4.proto.h 中声明函数 sys_process_sleep, sys_sem_p, sys_sem_v, sys_disp_str, 以及用户
调用函数 process_sleep, p, v, write
- 5.syscall.asm 中定义 _NR_sys_ process_sleep, _NR_sem_p, _NR_sem_v, _NR_write, 实现
p, v, process_sleep, write 的函数体, 添加 global p, global v, global
process_sleep, global write
- 6.在 proc.h 中定义信号量 struct SEMAPHORE
- 7.修改 proc.h 中 struct PROCESS 的成员变量, 增加 isBlocked 和 sleep_ticks
- 8.修改 proc.c 中 schedule 方法使得 isBlocked 的进程和 sleep 的进程不被调用
9. 在 global.c 中的 user_proc_table 中添加 TestD、TestE 进程, 在 proc.h 中添加对应
的宏定义, 增加 STACK_SIZE_TOTAL, 并设置 NR_PROCS 为 5, 在 proto.h 中增
加 TestD、TestE 的声明, 在 main 中实现函数体。
- 10.在 main.c 中完成理发师问题

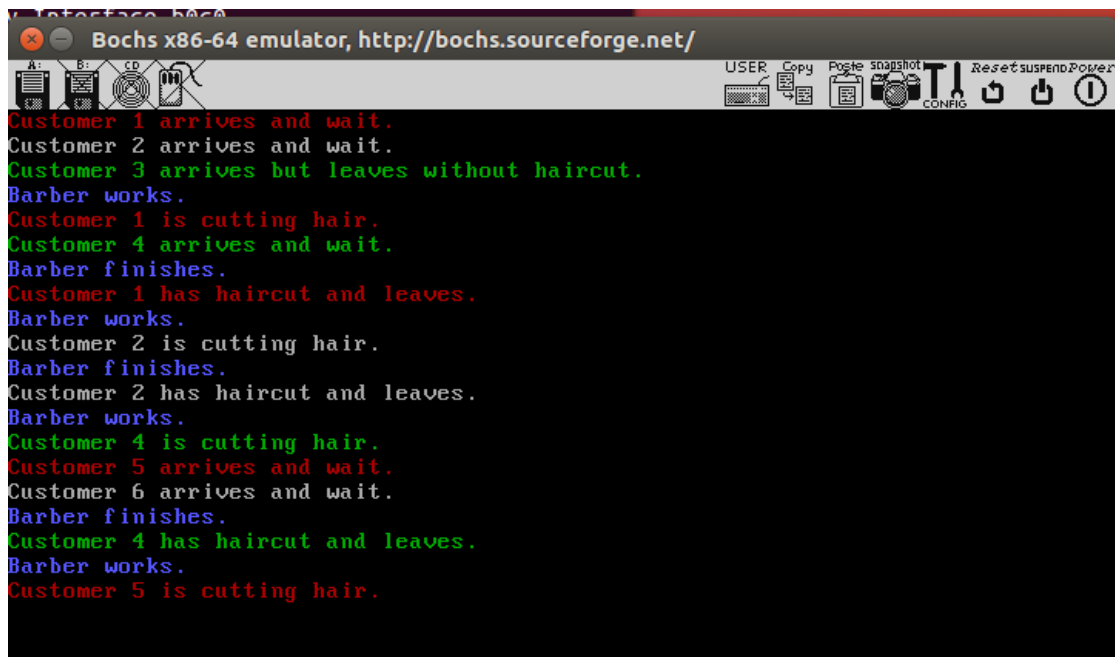
运行截图

Chairs=1:



```
Bochs x86-64 emulator, http://bochs.sourceforge.net/
Customer 1 arrives and wait.
Customer 2 arrives but leaves without haircut.
Customer 3 arrives but leaves without haircut.
Barber works.
Customer 1 is cutting hair.
Customer 4 arrives and wait.
Barber finishes.
Customer 5 arrives but leaves without haircut.
Customer 1 has haircut and leaves.
Barber works.
Customer 4 is cutting hair.
Barber finishes.
Customer 4 has haircut and leaves.
Customer 6 arrives and wait.
Barber works.
Customer 6 is cutting hair.
Customer 7 arrives and wait.
Customer 8 arrives but leaves without haircut.
Barber finishes.
Customer 6 has haircut and leaves.
Barber works.
Customer 7 is cutting hair.
Customer 9 arrives and wait.
```

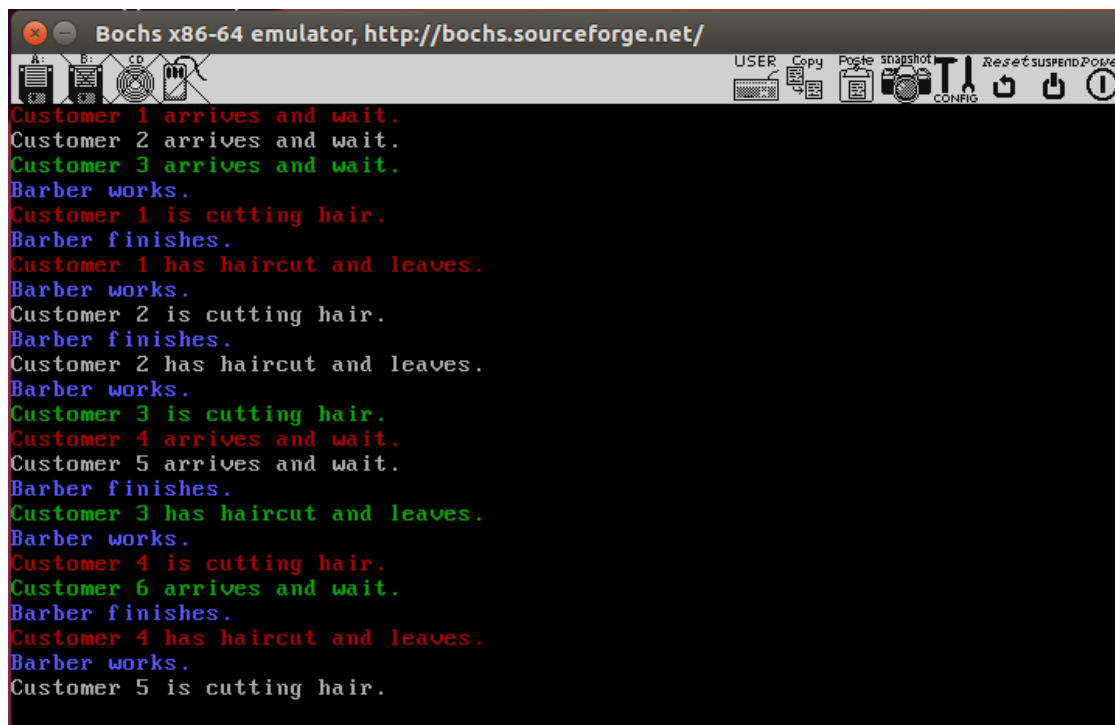
Chairs=2



Bochs x86-64 emulator, <http://bochs.sourceforge.net/>

Customer 1 arrives and wait.
Customer 2 arrives and wait.
Customer 3 arrives but leaves without haircut.
Barber works.
Customer 1 is cutting hair.
Customer 4 arrives and wait.
Barber finishes.
Customer 1 has haircut and leaves.
Barber works.
Customer 2 is cutting hair.
Barber finishes.
Customer 2 has haircut and leaves.
Barber works.
Customer 4 is cutting hair.
Customer 5 arrives and wait.
Customer 6 arrives and wait.
Barber finishes.
Customer 4 has haircut and leaves.
Barber works.
Customer 5 is cutting hair.

Chairs=3



Bochs x86-64 emulator, <http://bochs.sourceforge.net/>

Customer 1 arrives and wait.
Customer 2 arrives and wait.
Customer 3 arrives and wait.
Barber works.
Customer 1 is cutting hair.
Barber finishes.
Customer 1 has haircut and leaves.
Barber works.
Customer 2 is cutting hair.
Barber finishes.
Customer 2 has haircut and leaves.
Barber works.
Customer 3 is cutting hair.
Customer 4 arrives and wait.
Customer 5 arrives and wait.
Barber finishes.
Customer 3 has haircut and leaves.
Barber works.
Customer 4 is cutting hair.
Customer 6 arrives and wait.
Barber finishes.
Customer 4 has haircut and leaves.
Barber works.
Customer 5 is cutting hair.