Graphical user interface

Description automatically generated

**CSOPESY Seatwork**

**Instructor:** Neil Patrick Del Gallego, Ph.D.

*Use Calibri Font Size 11 for texts.*

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| **NAME:** | **Carl Vincent Ko** |
| **SECTION:** | **S13** |
| **DATE OF SEATWORK** | **May 31, 2025** |

1. Provide a mockup C++ header code snippet that shows how a process can be represented in your OS emulator project. Describe its attributes.
2. Provide a mockup C++ header code snippet that shows what attributes + functions are needed for tracking which instruction line is being executed by a process. E.g. Given a process with X number of instructions, how do we print the "current line number" being executed in our console?
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4. Provide a mockup C++ header code snippet that shows what attributes + functions are needed for tracking which instruction line is being executed by a process. E.g. Given a process with X number of instructions, how do we print the "current line number" being executed in our console?