

## Klassestruktur Hovedprogram0

```
public static void main(String[] args)
```

```
navn: delA
```

```
type: Dataklynge
```

```
Dataklynge del A = new Dataklynge("delA")
delA.insertNode(new Node(2, 128), 1);
delA.insertNode(new Node(8, 1024), 1);
delA.insertNode(new Node(2, 512), 1);
```

### Dataklynge objekt

```
navn: name
```

```
type: String
```

```
navn: racks
```

```
type: ArrayList <Rack>
```

```
String
```

```
"delA"
```

```
ArrayList <Rack>
```

```
1
2
```

```
public Dataklynge(String name)
```

```
this.name = name
```

```
public String getName( )
```

```
public int getRacks( )
```

```
public void insertNode(Node n, int Nodes )
```

```
private void fillRack(Node n)
```

```
public void noderMedNokMinne(int paakrevdMinne)
```

## Klassestruktur Rack

```
navn: activeRacks
```

```
2
```

```
type: int
```

```
public static int getAvailableRack()
```

### Rack objekt

```
navn: maxNodes
```

```
2
```

```
type: int
```

```
navn: activeNodes
```

```
2
```

```
type: int
```

```
navn: nodes
```

```
type: Node[]
```

```
type: Node[]
```

```
1
2
```

```
public boolean addNode(Node n)
```

```
public int noderMedNokMinne(int paakrevdMinne)
```

```
public int antProssessorer( )
```

### Rack objekt

```
navn: maxNodes
```

```
2
```

```
type: int
```

```
navn: activeNodes
```

```
1
```

```
type: int
```

```
navn: nodes
```

```
type: Node[]
```

```
type: Node[]
```

```
1
2
```

```
public boolean addNode(Node n)
```

```
public int noderMedNokMinne(int paakrevdMinne)
```

```
public int antProssessorer( )
```

## Node

```
navn: am
```

```
2
```

```
type: int
```

```
public No
```

```
amount
amount
```

```
public ge
```

```
public ge
```

## Node

```
navn: am
```

```
8
```

```
type: int
```

```
public No
```

```
amount
amount
```

```
public ge
```

```
public ge
```

## Node

```
navn: an
```

```
2
```

```
type: int
```

```
public N
```

```
amou
amou
```

```
public g
```

```
public g
```

objekt

amountProc    navn: amountProc

128

type: int

ode(int proc, int memory)

Proc = proc;  
GB = memory;

tGB()

tProc()

objekt

amountProc    navn: amountProc

1024

type: int

ode(int proc, int memory)

Proc = proc;  
GB = memory;

tGB()

tProc()

e objekt

amountProc    navn: amountProc

512

type: int

lode(int proc, int memory)

ntProc = proc;  
ntGB = memory;

etGB()

etProc()