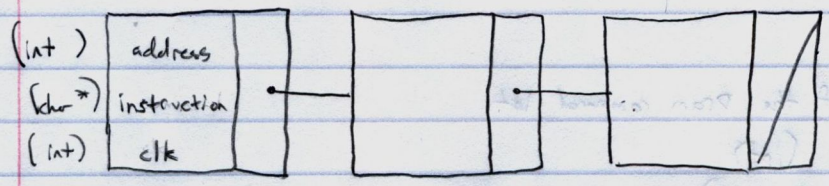
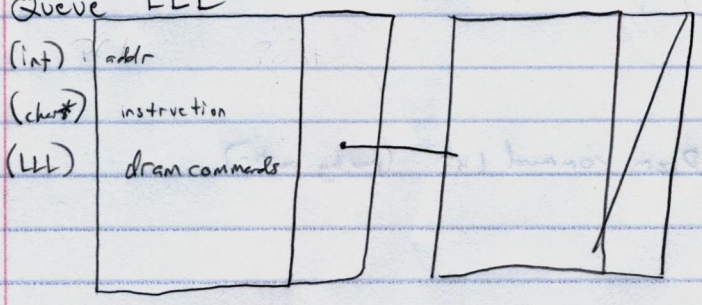
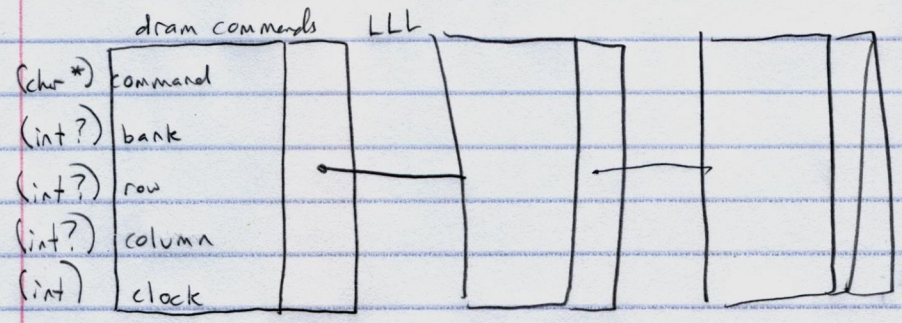
Input file LLL



Queue LLL





- get stuff from the file & put into Input file LLL

start looping: while input file LLL not empty or queue not empty
- check if something to add to queue from input LLL
  - when add to queue:
    - add to queue
    - remove from input LLL
- when something put to front of queue, perform function to fill dram commands LLL
- check if time to output dram command (check dram command list)
  - if time then output, delete the dram command, if list now empty, also delete then from queue
- increment clock

Function for dram commands

inputs:
- pointer to the head pointer of the Dram command list
- current clock tick (int)
- instruction (char *)
- address? (int)

returns:
- pointer to the head pointer of the Dram command list (pass by pointer)

```
typedef struct dramCmd
{
    char    command[64];
    int     bank;
    int     row;
    int     column;
    int     clock;
    struct dramCmd * next;
} dramCmd;
```

going into the Function this variable should be set to NULL

```
void get_dram_cmds(dramCmd ** head, int clk, char* instruction, int address)
```

Tasks
- write Function for DRAM commands & clock timing
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