

1.

```
sub task_info {  
    return "task(user: ".$task->name().", pid: ".$task->pid().", time: ".$task->time().)";  
}  
sub task_attr {  
    return $task->name(), $task->pid(), $task->time();  
}  
sub gpu_info {  
    return "gpu(id: ".$gpu->id().)";  
}
```

In sub kill_task

```
local $task = @{$self->{"waitq"}}[$j];  
print task_info();  
print "\n";
```

In sub deal_waitq

```
local $task = shift @{$self->{"waitq"}};  
$i->assign_task($task);  
print task_info;  
print " => ";  
local $gpu = $i;  
print gpu_info();  
print "\n";
```

no need to pass parameter to sub task_info, sub task_attr and sub gpu_info, just need to declare a local variable which have the same name with \$task or \$gpu before call sub task_info, sub task_attr and sub gpu_info,

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2.

advantage:

dynamic is convenient and quickly implement, Used well it can make certain tasks easier.

Disadvantage:

it can easier introduce bugs and headaches if we use it poorly.

