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// simulation.cpp
    // Finnian Allen & Makoto Kewish
    // This program runs a simulation of a magnetic disk
    // that takes in requests and serves them as a queue
 5
    // December 2, 2018
 6
 7
    #include "queue.h"
8
    #include "itemtype.h"
9
    #include <iostream>
10
    #include <fstream>
11
    using namespace std;
12
13
    // This function opens and closes the input file and simulates the program
    // Pre: No preconditions
14
    // Post: Calls all necessary functions to perform program
15
16
    // usage: simulate()
17
    void simulate();
18
19
    // This function opens the input file and displays a message accordingly
20
    // Pre: there must be a file present
21
    // Post: the file is opened and a relavent message is displayed
22
    // usage: openFile(infile)
23
    void openFile(ifstream& infile);
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25
    // This function closes the input file
    // Pre: The file must have been opened
26
    // Post: The file is closed
27
28
    // usage: closeFile(infile)
29
    void closeFile(ifstream& infile);
30
31
    // This function takes in the input and adds it to the queue
32
    // Pre: the file must have been opened and the queue must have been initialized
33
    // Post: the input is added to the queue and printed to the screen
34
    // usage: makeRequest(infile, disk)
35
    void makeRequest(ifstream& infile, Queue& disk);
36
37
    // This function takes in the queue and determines who is served and serves them
38
    // Pre: queue most have been initialized
39
    // Post: What is being served is output and the queue is served
40
    // usage: serve(disk);
41
    void serve(Queue& disk);
42
43
    int main()
44 {
45
46
        simulate();
47
48
        return 0;
49
     }
50
51
    // This function opens and closes the input file and simulates the program
52
    // Pre: No preconditions
53
    // Post: Calls all necessary functions to perform program
54
    // usage: simulate()
55
    void simulate()
56
57
        ifstream infile;
58
        Queue disk;
59
60
        openFile(infile);
61
        makeRequest(infile, disk);
62
        serve(disk);
63
        makeRequest(infile, disk);
64
        makeRequest(infile, disk);
65
        serve(disk);
66
        makeRequest(infile, disk);
67
        makeRequest(infile, disk);
68
        makeRequest(infile, disk);
69
        serve(disk);
```

```
70
         serve (disk);
 71
         makeRequest(infile, disk);
 72
         serve (disk);
 73
 74
         closeFile(infile);
 75
 76
 77
      // This function opens the input file and displays a message accordingly
 78
      // Pre: there must be a file present
 79
     // Post: the file is opened and a relavent message is displayed
 80
     // usage: openFile(infile)
 81
     void openFile(ifstream& infile)
 82
 83
          infile.open("requests.dat");
 84
          if(infile.is open())
 85
 86
              cout << "File opened successfully" << endl;</pre>
 87
          } else {
 88
              cout << "File failed to open" << endl;</pre>
 89
 90
     }
 91
 92
     // This function closes the input file
 93
     // Pre: The file must have been opened
 94
     // Post: The file is closed
 95
     // usage: closeFile(infile)
 96
     void closeFile(ifstream& infile)
 97
     - {
 98
          infile.close();
 99
      }
100
101
     // This function takes in the input and adds it to the queue
102
     // Pre: the file must have been opened and the queue must have been initialized
103
     // Post: the input is added to the queue and printed to the screen
104
      // usage: makeRequest(infile, disk)
105
      void makeRequest(ifstream& infile, Queue& disk)
106
107
         bool isNotFull;
108
109
         ItemType newItem;
110
         infile >> newItem;
111
         disk.lineUp(newItem, isNotFull);
112
         cout << "Reading request: " << endl << disk << endl;</pre>
113
114
115
      // This function takes in the queue and determines who is served and serves them
116
      // Pre: queue most have been initialized
      // Post: What is being served is output and the queue is served
117
118
     // usage: serve(disk);
119
     void serve(Queue& disk)
120
     -{
121
          bool isNotEmpty;
122
          cout << "Serving: " << disk.getWhoIsServed() << endl;</pre>
123
          disk.getServed(isNotEmpty);
124
          cout << endl;</pre>
125
      }
```