OS Project2 Example

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1 Stooge Farmer Problem

1.1 Correct result

To display all the progress, I set the target of filled holes to 10 temporarily.

```
Desktop/courses/os/lab/project2/StoogeFarmers
Maximum number of unfilled holes: 10
Begin run
Larry digs hole: 1.
Curly puts a seed in hole: 1 Moe fills hole: 1
Larry digs hole: 2.
Curly puts a seed in hole: 2
Moe fills hole: 2
Larry digs hole: 3.
Curly puts a seed in hole: 3 Moe fills hole: 3
Larry digs hole: 4.
Curly puts a seed in hole: 4 Moe fills hole: 4
Larry digs hole: 5.
Curly puts a seed in hole: 5 Moe fills hole: 5
Larry digs hole: 6.
Curly puts a seed in hole: 6
Larry digs hole: 7.
Moe fills hole: 6
Larry digs hole: 8.
Curly puts a seed in hole: 7
Moe fills hole: 7
Curly puts a seed in hole: 8
Larry digs hole: 9.
Curly puts a seed in hole: 9
Larry digs hole: 10.
Moe fills hole: 8
Curly puts a seed in hole: 10 Moe fills hole: 9
Moe fills hole: 10
  ~/Desktop/courses/os/lab/project2/StoogeFarmers
```

Figure 1: The result of program.

1.2 Error throwing

```
~/Desktop/courses/os/lab/project2/StoogeFarmers ./LCM -1
The argument must be a positive integer.

~/Desktop/courses/os/lab/project2/StoogeFarmers ./LCM abcd
The argument must be a positive integer.

~/Desktop/courses/os/lab/project2/StoogeFarmers ./LCM 10 10
Usage: ./LCM <MaxUnfilledHoles>

~/Desktop/courses/os/lab/project2/StoogeFarmers ./LCM
Usage: ./LCM <MaxUnfilledHoles>
```

Figure 2: Error throwing.

2 Faneuil Hall Problem

2.1 Correct result

```
~/Desktop/courses/os/lab/Prj2_521030910229/FaneuilHall > ./faneuil
Begin run
Immigrant 1 come in
Spectator 1 come in
Immigrant 1 check in
Spectator 1 spectate
Spectator 1 leave
Spectator 2 come in Immigrant 1 sit down
Judge 1 come in
Judge 1 confirm
Spectator 2 spectate
Judge 1 leave
Immigrant 1 swear
Spectator 2 leave
Spectator 3 come in
Immigrant 1 get Certificate
Immigrant 1 leave
Spectator 3 spectate
Immigrant 2 come in
Spectator 3 leave
Spectator 4 come in
Immigrant 2 check in
Spectator 4 spectate
Spectator 4 leave
Spectator 5 come in
Spectator 5 spectate
Spectator 5 leave
Immigrant 2 sit down
Judge 2 come in
Judge 2 confirm
Judge 2 leave
Spectator 6 come in
Immigrant 2 swear
Immigrant 2 get Certificate
Immigrant 2 leave
Immigrant 3 come in
Spectator 6 spectate
Immigrant 3 check in
Spectator 6 leave
Immigrant 3 sit down
Judge 3 come in
Judge 3 confirm
Immigrant 3 swear
Immigrant 3 get Certificate
Judge 3 leave
Immigrant 3 leave
```

Figure 3: Result of program when <code>IMMIGRANT_TARGET</code> is 3

2.2 Error throwing

~/Desktop/courses/os/lab/project2/FaneutlHall ./faneutl 1
Usage: ./faneutl

Figure 4: Error throwing.