

Goal

the point of this assignment was to extend the interrupts simulator from a1 so it can handle `fork()` and `exec()`. the simulator now keeps track of pcbs, partitions, interrupt vectors and timing for each system call. basically it should show how a process is created, runs, calls syscalls, and loads new programs.

General Behaviour

every interrupt starts with the normal prelude: switch to kernel mode, context saved (10ms), find vector, load address. `fork` clones the pcb, assigns the child a best-fit partition based on the parent program size, and suspends the parent. `exec` loads a new program: bookkeeping (from the trace), loader = 15ms × program size, marking partition 3ms, update pcb 6ms, scheduler called, then `iret`. we only dump `system_status.txt` after `fork` or `exec`. anything after `ENDIF` runs twice (child first, parent later). the scheduler only shows up when we switch back to parent.

test 4: tail + device isr

trace:

```
CPU, 10
FORK, 12
IF_CHILD, 0
EXEC progC, 30
IF_PARENT, 0
ENDIF, 0
EXEC progP, 25
CPU, 20
```

external files: `progC(10mb)`, `progP(15mb)`

results:

1. after `fork` the child takes partition 5 (8mb) and parent waits in 6 (2mb).
2. child `exec progC` -> loader 150ms, mark 3, update pcb 6. snapshot shows `progC` in partition 4, 10mb exact fit.
3. inside `progC.txt` it did a `syscall(4)` and `end_io(4)`, each 250ms, so total time jumps a lot.
4. child runs the tail `exec progP`, loader 225ms -> partition 3 (15mb).
5. then scheduler swaps to parent and parent runs the same `exec progP` → partition 2 (25mb, 10mb free).
6. no weird scheduler line before the child tail so flow is correct.

takeaways: best-fit picked 4->10mb, 3 -> 15mb, 2 -> 25mb. device_table values clearly stretch runtime. all snapshots matched expected partitions and sizes.

test 5: fork-after-exec

trace:

```
EXEC base10,25
FORK,15
IF_CHILD,0
CPU,12
IF_PARENT,0
CPU,8
ENDIF,0
EXEC util15,20
```

external files: base10(10mb), util15(15mb)

results:

1. exec base10(25) put the first program into partition 4 (10mb).
2. fork cloned that image -> child got best-fit partition 3 (15mb) labelled base10, parent waiting.
3. child did cpu 12, parent did cpu 8.
4. after endif, both ran exec util15 (child first). loader 225ms, mark+pcb updates, scheduler, iret, same as before.
5. in base10.txt, syscall(6) and end_io(6) each took 265ms which matches the device table.
6. final snapshots show proper partitions (2,3,4 used) and correct sizes.

the simulator behaves like a simplified os: handles fork, exec, interrupt flow and memory management correctly. logs clearly show context switches, syscall durations, and memory updates. both tests prove the timing and control flow are right. i think it's working fine now.