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CSCE 311

Assignment 2

I started working on this project the weekend of February 15th-16th. I used the book and assignment page to perform most of my methods. Though I had strayed away from the readyQueue being a generic list, I felt a vector had the same advantages and methods. I followed the pseudo-code/directions from the assignment page closely in order to form my methods. My do\_create manages maximum thread count and returns null if there are too many. Do\_create also sets priority and status and adds the threads. Do\_kill was much more difficult for me, step 3 “If thread status is ThreadRunning then preempt it” was giving me errors early on since I had not null the “.setPTBR” or current thread. Do\_suspend came easier after completing do\_kill, and was just managing status and queue. Do\_resume is on page 41 of the book and I did not use the example code line for line but formed my final method from it. Do\_dispatch took the most time for me. My code works only with a try catch in order to get the current task/thread since it kept giving me a null error. Steps 3, 4, and 5 was difficult mostly for understanding programing the RR scheduling. I finished these programs and had an error in my do dispatch because I had called dispatch() before returning FAILURE by mistake and it never moved past 11 simulation progress events and would loop infinitely. This was incorrect but looked very inconspicuous to me and looked past it until I found it out.