**SUSTech CS302 OS Lab4 Report**

Title: **SUSTech CS302 OS Lab4 Report**

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Time: 2019 Year 3 Month 23 Day

Experimental Environment: linux ubuntu 18.04

Deadline: **11:59, 2018-03-27**

Summit by: Blackboard

Task:

Task 1. Create a directory named with your studentID and begin the following task.

Task 2. Find out all bugs in source codes

\_\_Task 3. Modify the source code according to the requirements of the experimental

\_\_instructions, compile and run each program

Task 4. Observe the results and finish the questions

Experiments:

1. Fundamental:

* What is a process? What is a program? And what is the difference?

Process: an execution of certain program with its own address space.

Program: a group of instructions to carry out a specified task.

The difference is that the program is essentially instructions stored in files, but process is actually the execution of a program (with address space).

* What is job? And what is the difference between process and job?

Job: a series of program submitted to operating system for some goals.

The difference is that a job is a set of program, but process is actually the

execution of a program (with address space), a job may include a set of processes.

* What are the differences between job scheduling and process scheduling?

The difference is that job scheduling selects a mix of processes, controlling the degree of multi-programming, while process scheduling selects one process from the ready queue.

* What are the similarities and differences among structures, classes, and unions in C language：

Similarities: they are all composite data type that define a physically grouped list of variables to be placed under one name in the block of memory.

Differences:

1. structures and classes has all the members in memory at the same time, but unions only allow one member to be put in memory at one time.

2. unions and structures has their members designed as public by default, but classes has their members designed as private by default.

2. Knowledge:

* How many states are in a job? And what are they?

There are three states, including READY, RUNNING, DONE.

* What programs are used in this experiment for job control?

And their function?

enq: Send a enque request to the scheduler and submit the job for running. select->next=NULL;

deq: Send a deque request to the scheduler.

stat: Output information about the currently running job and all the jobs in the waiting queue.

* What is used for inter-process communication in this experiment?

And its function? Named pipe(FIFO)

Give out a way that deq, enq, stat are able to communicate with the scheduler, the former ones write the request in the FIFO file and scheduler read the request in the FIFO file.

3. Questions:

* What should be noted when printing out the job name:

The job name is placed in cmdarg[0], use %s to print it.

* Submit a job that takes more than 100 milliseconds to run:

#include <stdio.h>

#include <unistd.h>

int main(){

for(int i=0;i<10;i++){

printf(“iteration %d\n, pid: %d\n, i , getpid());

}

return 0;

}

* List the bugs you found and your fix (code and screenshot)

* Run the job scheduler program and analyze the execution of the submitted job:

* Understand the process of job scheduling: (Execution results and corresponding code)

Submit a new job：

End of job execution:

Job scheduling due to Priority:

Job scheduling due to time slice:

Conclusion:

Submission(directly compress the following files, no more directory):

**-lab4\_report\_studentID.pdf (pdf version report)**

**-scheduler.c (modified code .c file)**