

1. Data structures:
  - a. What's included by an event and each elements' data type
  - b. What's the content of two types of queues (pointers? capabilities?)
  - c. Structure of the queues (array or link list)
  - d. What's the format of your event log
  - e. List the types of your event
2. Implement diagrams
  - a. Using a graph of functions calls, all nodes are functions you have and edges are calling relations
  - b. List of all functions' declarations
3. Testing records
  - a. Testing of the priority queue
    - i. Manually insert some events with random time, then pop them all out
  - b. Testing of the random number generator and probability selector
    - i. Set the probability to 20, run the selector for 1000 times, calculate the frequency you get true
  - c. Statistical result
    - i. See the lab instruction.