

```
#####  
Script started on Sun, Oct 19, 2014 10:20:34 PM
```

```
justin@Justin ~/cs333/p3
```

```
$ make  
kpl Main -unsafe  
asm Main.s  
lddd System.o List.o Thread.o Switch.o Synch.o Main.o Runtime.o -o os
```

```
justin@Justin ~/cs333/p3
```

```
$ blitz -g os  
Beginning execution...  
===== KPL PROGRAM STARTING =====
```

```
Initializing Thread Scheduler...
```

```
-- PART 1: BEGIN TESTING --
```

```
New Barber: Barber #1
```

```
New Customer Has Arrived: Customer #1
```

```
New Customer Has Arrived: Customer #3
```

```
New Customer Has Arrived: Customer #5
```

```
-----> Barber #1 is cutting_hair!
```

```
----->Barber #1 finished cutting_hair!
```

```
-----> Barber #1 is cutting_hair!
```

```
New Customer Has Arrived: Customer #2
```

```
New Customer Has Arrived: Customer #4
```

```
----> Customer #1 is getting_haircut!
```

```
----> Customer #3 is getting_haircut!
```

New Customer Has Arrived: Customer #6

New Customer Has Arrived: Customer #7

New Customer Has Arrived: Customer #8

--> SHOP FULL: Customer #8 will now leave the store.

New Customer Has Arrived: Customer #10

--> SHOP FULL: Customer #10 will now leave the store.

New Customer Has Arrived: Customer #12

--> SHOP FULL: Customer #12 will now leave the store.

----->Barber #1 finished cutting_hair!

-----> Barber #1 is cutting_hair!

----->Barber #1 finished cutting_hair!

New Customer Has Arrived: Customer #9

New Customer Has Arrived: Customer #11

New Customer Has Arrived: Customer #13

New Customer Has Arrived: Customer #15

New Customer Has Arrived: Customer #16

New Customer Has Arrived: Customer #18

----> Customer #5 is getting_haircut!

--> SHOP FULL: Customer #11 will now leave the store.

New Customer Has Arrived: Customer #14

New Customer Has Arrived: Customer #20

New Customer Has Arrived: Customer #17

--> SHOP FULL: Customer #13 will now leave the store.

New Customer Has Arrived: Customer #19

--> SHOP FULL: Customer #16 will now leave the store.

--> SHOP FULL: Customer #15 will now leave the store.

-----> Barber #1 is cutting_hair!

----->Barber #1 finished cutting_hair!

--> SHOP FULL: Customer #18 will now leave the store.

----> Customer #2 is getting_haircut!

--> SHOP FULL: Customer #20 will now leave the store.

--> SHOP FULL: Customer #17 will now leave the store.

--> SHOP FULL: Customer #19 will now leave the store.

----> Customer #4 is getting_haircut!

-----> Barber #1 is cutting_hair!

----->Barber #1 finished cutting_hair!

----> Customer #7 is getting_haircut!

```
-----> Barber #1 is cutting_hair!
----->Barber #1 finished cutting_hair!
-----> Barber #1 is cutting_hair!
----> Customer #6 is getting_haircut!
----->Barber #1 finished cutting_hair!
-----> Barber #1 is cutting_hair!
----> Customer #9 is getting_haircut!
----->Barber #1 finished cutting_hair!
-----> Barber #1 is cutting_hair!
----> Customer #14 is getting_haircut!
----->Barber #1 finished cutting_hair!
```

```
***** A 'wait' instruction was executed and no more interrupts are
scheduled... halting emulation! *****
```

Done! The next instruction to execute will be:

```
000EC8: 09000000      ret
Number of Disk Reads   = 0
Number of Disk Writes  = 0
Instructions Executed   = 289852
Time Spent Sleeping    = 0
    Total Elapsed Time = 289852
```

```
justin@Justin ~/cs333/p3
$ exit
```

Script done on Sun, Oct 19, 2014 10:20:44 PM