

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 --

A - Backgammon requests 4

----- Number of dice now available = 5

A - Backgammon proceeds with 4

----- Number of dice now available = 1

B - Backgammon requests 4

----- Number of dice now available = 1

D - Risk requests 5

----- Number of dice now available = 1

C - Risk requests 5

----- Number of dice now available = 1

E - Monopoly requests 2

----- Number of dice now available = 1

G - Pictionary requests 1

----- Number of dice now available = 1

H - Pictionary requests 1

----- Number of dice now available = 1

F - Monopoly requests 2

----- Number of dice now available = 1

A - Backgammon releases and adds back 4

----- Number of dice now available = 5

A - Backgammon requests 4

----- Number of dice now available = 5

B - Backgammon proceeds with 4

----- Number of dice now available = 1

B - Backgammon releases and adds back 4

----- Number of dice now available = 5

B - Backgammon requests 4

----- Number of dice now available = 5

D - Risk proceeds with 5

----- Number of dice now available = 0

D - Risk releases and adds back 5

----- Number of dice now available = 5

D - Risk requests 5

----- Number of dice now available = 5

C - Risk proceeds with 5

----- Number of dice now available = 0

C - Risk releases and adds back 5

----- Number of dice now available = 5

E - Monopoly proceeds with 2

----- Number of dice now available = 3

C - Risk requests 5

----- Number of dice now available = 3

G - Pictionary proceeds with 1

----- Number of dice now available = 2

H - Pictionary proceeds with 1

----- Number of dice now available = 1

E - Monopoly releases and adds back 2

----- Number of dice now available = 3

E - Monopoly requests 2

----- Number of dice now available = 3

F - Monopoly proceeds with 2

----- Number of dice now available = 1

G - Pictionary releases and adds back 1

----- Number of dice now available = 2

G - Pictionary requests 1

----- Number of dice now available = 2

H - Pictionary releases and adds back 1

----- Number of dice now available = 3

H - Pictionary requests 1

----- Number of dice now available = 3

F - Monopoly releases and adds back 2

----- Number of dice now available = 5

F - Monopoly requests 2

----- Number of dice now available = 5

A - Backgammon proceeds with 4

----- Number of dice now available = 1

A - Backgammon releases and adds back 4

----- Number of dice now available = 5

A - Backgammon requests 4

----- Number of dice now available = 5

B - Backgammon proceeds with 4

----- Number of dice now available = 1

B - Backgammon releases and adds back 4

----- Number of dice now available = 5

B - Backgammon requests 4

----- Number of dice now available = 5

D - Risk proceeds with 5

----- Number of dice now available = 0

D - Risk releases and adds back 5

----- Number of dice now available = 5

C - Risk proceeds with 5

----- Number of dice now available = 0

D - Risk requests 5

----- Number of dice now available = 0

C - Risk releases and adds back 5

----- Number of dice now available = 5

E - Monopoly proceeds with 2

----- Number of dice now available = 3

C - Risk requests 5

----- Number of dice now available = 3

G - Pictionary proceeds with 1

----- Number of dice now available = 2

H - Pictionary proceeds with 1

----- Number of dice now available = 1

E - Monopoly releases and adds back 2

----- Number of dice now available = 3

E - Monopoly requests 2

----- Number of dice now available = 3

F - Monopoly proceeds with 2

----- Number of dice now available = 1

G - Pictionary releases and adds back 1

----- Number of dice now available = 2

G - Pictionary requests 1

----- Number of dice now available = 2

H - Pictionary releases and adds back 1

----- Number of dice now available = 3

H - Pictionary requests 1

----- Number of dice now available = 3

F - Monopoly releases and adds back 2

----- Number of dice now available = 5

F - Monopoly requests 2

----- Number of dice now available = 5

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D - Risk releases and adds back 5

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C - Risk proceeds with 5

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D - Risk requests 5

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E - Monopoly requests 2

----- Number of dice now available = 3

F - Monopoly proceeds with 2

----- Number of dice now available = 1

G - Pictionary releases and adds back 1

----- Number of dice now available = 2

G - Pictionary requests 1

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H - Pictionary releases and adds back 1

----- Number of dice now available = 3

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F - Monopoly releases and adds back 2

----- Number of dice now available = 5

***** 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    = 3790415
Time Spent Sleeping     = 0
    Total Elapsed Time  = 3790415
```

justin@Justin ~/cs333/p3

\$ exit

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