Justin Shuck

CS333 – Fall 2014

Proj 3 – Part 1

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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