Justin Shuck

CS333 – Fall 2014

Proj 3 – Part 2

######################################################################

Script started on Sun, Oct 19, 2014 1:02:19 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 --

THREAD[A - Backgammon] NEEDS using 4 dice!

---Now there are 5 dice left...

THREAD[A - Backgammon] PROCEEDS using 4 dice!

---Now there are 1 dice left...

THREAD[B - Backgammon] NEEDS using 4 dice!

---Now there are 1 dice left...

THREAD[D - Risk] NEEDS using 5 dice!

---Now there are 1 dice left...

THREAD[C - Risk] NEEDS using 5 dice!

---Now there are 1 dice left...

THREAD[E - Monopoly] NEEDS using 2 dice!

---Now there are 1 dice left...

THREAD[G - Pictionary] NEEDS using 1 dice!

---Now there are 1 dice left...

THREAD[H - Pictionary] NEEDS using 1 dice!

---Now there are 1 dice left...

THREAD[F - Monopoly] NEEDS using 2 dice!

---Now there are 1 dice left...

THREAD[A - Backgammon] DICE ADDED BACK using 4 dice!

---Now there are 5 dice left...

THREAD[A - Backgammon] NEEDS using 4 dice!

---Now there are 5 dice left...

THREAD[B - Backgammon] PROCEEDS using 4 dice!

---Now there are 1 dice left...

THREAD[B - Backgammon] DICE ADDED BACK using 4 dice!

---Now there are 5 dice left...

THREAD[B - Backgammon] NEEDS using 4 dice!

---Now there are 5 dice left...

THREAD[D - Risk] PROCEEDS using 5 dice!

---Now there are 0 dice left...

THREAD[D - Risk] DICE ADDED BACK using 5 dice!

---Now there are 5 dice left...

THREAD[D - Risk] NEEDS using 5 dice!

---Now there are 5 dice left...

THREAD[C - Risk] PROCEEDS using 5 dice!

---Now there are 0 dice left...

THREAD[C - Risk] DICE ADDED BACK using 5 dice!

---Now there are 5 dice left...

THREAD[E - Monopoly] PROCEEDS using 2 dice!

---Now there are 3 dice left...

THREAD[C - Risk] NEEDS using 5 dice!

---Now there are 3 dice left...

THREAD[G - Pictionary] PROCEEDS using 1 dice!

---Now there are 2 dice left...

THREAD[H - Pictionary] PROCEEDS using 1 dice!

---Now there are 1 dice left...

THREAD[E - Monopoly] DICE ADDED BACK using 2 dice!

---Now there are 3 dice left...

THREAD[E - Monopoly] NEEDS using 2 dice!

---Now there are 3 dice left...

THREAD[F - Monopoly] PROCEEDS using 2 dice!

---Now there are 1 dice left...

THREAD[G - Pictionary] DICE ADDED BACK using 1 dice!

---Now there are 2 dice left...

THREAD[G - Pictionary] NEEDS using 1 dice!

---Now there are 2 dice left...

THREAD[H - Pictionary] DICE ADDED BACK using 1 dice!

---Now there are 3 dice left...

THREAD[H - Pictionary] NEEDS using 1 dice!

---Now there are 3 dice left...

THREAD[F - Monopoly] DICE ADDED BACK using 2 dice!

---Now there are 5 dice left...

THREAD[F - Monopoly] NEEDS using 2 dice!

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THREAD[E - Monopoly] NEEDS using 2 dice!

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THREAD[H - Pictionary] NEEDS using 1 dice!

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THREAD[G - Pictionary] NEEDS using 1 dice!

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THREAD[H - Pictionary] NEEDS using 1 dice!

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\*\*\*\*\* 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 1:02:34 PM