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CS333 – Fall 2014

Proj 3 – Main.c

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code Main

-- OS Class: Project 3

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-- Justin Shuck

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-- Due: 10/21/2014 2:00 PM

----------------------------- Main ---------------------------------

function main ()

InitializeScheduler()

-- testSleepingBarberPart1() -- Tests part 1 of Proj 3

testGameParlorPart2() -- Tests part 2 of Proj 3

endFunction

const

CHAIRS = 5

CUST\_COUNT = 20

BARB\_COUNT = 1

var

customers: Semaphore = new Semaphore

barbers: Semaphore = new Semaphore

mutexLock: Semaphore = new Semaphore

waitCounter: int = 0

threads: array[50] of Thread = new array of Thread {50 of new Thread}

-------------------------------------------------------------------------------

------------------------- PART1: Sleeping Barber ----------------------------

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function testSleepingBarberPart1()

var

index: int

total: int

customers.Init(0)

barbers.Init(0)

mutexLock.Init(1)

total = BARB\_COUNT+CUST\_COUNT

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-- COMMENTED CODE: Useful for testing large numbers of

-- Barbers/Customers. However I couldn't implement a

-- concat of a string "Barber" with the index. Adding a static

-- test below to demenstrate meaningful output usage.

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-- for index = 0 to BARB\_COUNT

-- thread[index].Init("Barber ")

-- endFor

-- for index = BARB\_COUNT to CUST\_COUNT

-- thread[index].Init("Customer ")

-- endFor

-- for index = 0 to BARB\_COUNT

-- thread[index].Fork(barber,50)

-- endFor

-- for index = BARB\_COUNT to CUST\_COUNT

-- thread[index].Fork(customer, index \* 50)

--endFor

print("-- PART 1: BEGIN TESTING -- \n")

threads[0].Init("Barber #1")

threads[1].Init("Customer #1")

threads[2].Init("Customer #2")

threads[3].Init("Customer #3")

threads[4].Init("Customer #4")

threads[5].Init("Customer #5")

threads[6].Init("Customer #6")

threads[7].Init("Customer #7")

threads[8].Init("Customer #8")

threads[9].Init("Customer #9")

threads[10].Init("Customer #10")

threads[11].Init("Customer #11")

threads[12].Init("Customer #12")

threads[13].Init("Customer #13")

threads[14].Init("Customer #14")

threads[15].Init("Customer #15")

threads[16].Init("Customer #16")

threads[17].Init("Customer #17")

threads[18].Init("Customer #18")

threads[19].Init("Customer #19")

threads[20].Init("Customer #20")

threads[0].Fork(barber, 50)

-- Iterate over the customers

total = CUST\_COUNT + BARB\_COUNT - 1

for index = BARB\_COUNT to 20

threads[index].Fork(customer, index \* 50)

endFor

ThreadFinish()

print("-- PART 1: END TESTING -- \n")

endFunction

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-- BARBER

---------------------------------------------------------------------

function barber(timeToWait: int)

print("New Barber: ")

print(currentThread.name)

print("\n\n")

wait(timeToWait)

while (true)

customers.Down()

mutexLock.Down()

waitCounter = waitCounter - 1

barbers.Up()

mutexLock.Up()

cut\_hair()

endWhile

endFunction

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-- CUSTOMER

---------------------------------------------------------------------

function customer(timeToWait: int)

wait(timeToWait) -- Wait a specific amount of time before a 'new' customer arrives

print("New Customer Has Arrived: ")

print(currentThread.name)

print("\n")

mutexLock.Down()

-- If there is no one waiting, wake up the barber and get haircut/take a seat

if (waitCounter < CHAIRS)

waitCounter = waitCounter + 1

customers.Up()

mutexLock.Up()

barbers.Down()

get\_haircut()

-- The shop is full (NO seats)

else

mutexLock.Up()

print("--> SHOP FULL: ")

print(currentThread.name)

print(" will now leave the store.\n\n")

endIf

endFunction

---------------------------------------------------------------------

-- BUSY LOOP: Dummy function that just waits x-time

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function wait(timeToWait: int)

var index: int

for index = 1 to timeToWait

endFor

endFunction

---------------------------------------------------------------------

-- Print Helper Function that shows that

-- someone is getting their haircut

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function get\_haircut()

print("----> ")

print(currentThread.name)

print(" is getting\_haircut! \n")

endFunction

---------------------------------------------------------------------

-- Print Helper Function that shows that a

-- barber is cutting hair

---------------------------------------------------------------------

function cut\_hair()

print("-------------> ")

print(currentThread.name)

print(" is cutting\_hair! \n")

wait(100)

print("------------->")

print(currentThread.name)

print(" finished cutting\_hair! \n")

endFunction

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------------------------- PART2: Game Parlor --------------------------------

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const

GROUPS = 8 -- Total available groups

DICE = 5 -- Total available dice

GAMES\_PLAYED = 5 -- Total games played

WAIT\_COUNTER = 50 -- Mock time for waiting

var

gameParlor: GameParlor

thread: array[GROUPS] of Thread = new array of Thread {GROUPS of new Thread}

function testGameParlorPart2()

gameParlor = new GameParlor

gameParlor.Init()

print("-- PART 1: BEGIN TESTING -- \n")

thread[0].Init("A - Backgammon")

thread[0].Fork(mockGame, 4)

thread[1].Init("B - Backgammon")

thread[1].Fork(mockGame, 4)

thread[2].Init("C - Risk")

thread[2].Fork(mockGame, 5)

thread[3].Init("D - Risk")

thread[3].Fork(mockGame, 5)

thread[4].Init("E - Monopoly")

thread[4].Fork(mockGame, 2)

thread[5].Init("F - Monopoly")

thread[5].Fork(mockGame, 2)

thread[6].Init("G - Pictionary")

thread[6].Fork(mockGame, 1)

thread[7].Init("H - Pictionary")

thread[7].Fork(mockGame, 1)

ThreadFinish()

print("-- PART 2: END TESTING -- \n")

endFunction

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-- Iterates over the total GAMES\_PLAYED

-- and uses a method similar to Part 1's

-- 'wait' method where the currentThread

-- yields until WAIT\_COUNTER is complete

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function mockGame(dice: int)

var

index1: int

index2: int

for index1 = 1 to GAMES\_PLAYED

gameParlor.getDice(dice)

for index2 = 1 to WAIT\_COUNTER

currentThread.Yield()

endFor

gameParlor.releaseDice(dice)

endFor

endFunction

behavior GameParlor

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-- Init method, Initializes the variables

-- that we're going to use by either

-- calling an Init or by setting its

-- value

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method Init()

numDiceLeft = DICE -- Set Dice

numWaitingGroups = 0 -- Set the counter for the groups waiting

monitoringLock = new Mutex

monitoringLock.Init()

firstInLine = new Condition

firstInLine.Init()

restOfLine = new Condition

restOfLine.Init()

endMethod

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-- Print method: Generic use, passes

-- in a string and the number of dice

-- remaining for the particular action

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method print(printString: String, num: int)

print("THREAD[")

print(currentThread.name)

print("] ")

print(printString)

print(" using ")

printInt(num)

print(" dice! \n ---Now there are ")

printInt(numDiceLeft)

print(" dice left...\n\n")

endMethod

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-- Get Dice method

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method getDice(diceNeeded: int)

monitoringLock.Lock()

self.print(" NEEDS ", diceNeeded)

numWaitingGroups = numWaitingGroups + 1

-- if there are more than one person in line,

-- then have the rest of the line wait

if (numWaitingGroups > 1)

restOfLine.Wait(&monitoringLock)

endIf

-- Wait until the appropriate number of dice

-- are available

while (numDiceLeft < diceNeeded)

firstInLine.Wait(&monitoringLock)

endWhile

-- At this point they can get dice. We need

-- to decrement the dice counter and the number

-- of groups waiting.

numDiceLeft = numDiceLeft - diceNeeded

numWaitingGroups = numWaitingGroups - 1

restOfLine.Signal(&monitoringLock)

self.print("PROCEEDS", diceNeeded)

monitoringLock.Unlock()

endMethod

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-- Release Dice method

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method releaseDice(diceReturned: int)

monitoringLock.Lock()

numDiceLeft = numDiceLeft + diceReturned

self.print("DICE ADDED BACK", diceReturned)

firstInLine.Signal(&monitoringLock)

monitoringLock.Unlock()

endMethod

endBehavior

endCode