

Overview

For this project, I will be using Python as the main scripting language, using the PyQt6 library to help simulate the cycles of the environment and the GUI. Unfortunately I found out too late that QThreads do not handle forks well, so they are not implemented for my own sanity. Users can load a text file in the required format in a txt file. The CPU percent is listed, though due to the nature of python, it is hardly used and will likely stay at 0% for the entire process running time.

The program itself uses QThreads, which are the same as regular threads but allow the gui to be updated during its running cycle. When run, the main window outputs the current life cycles for each process being run, and outputs each life cycle runtime. Beside the window, are the values listed for each state and how many processes are currently in each one. The New, Ready, and Exit lifecycles are set to a random value between 5 and 15, while the run and wait are set to a random int between the min and max values given for the command.

User interface example:



Template format:

Operation List,Min Cycles,Max Cycles

Calculate,5,100

Calculate,25,50

I/O,10,20

Calculate,5,20

I/O,15,25

Instructions

1. Run **python3 -m venv /path/to/environment/** to create the virtual environment for python
2. Run **pip install -r /path/to/requirements.txt** to install required libraries
3. From there the main.py file can be run independently with python3 main.py (make sure virtual env is running first)
 - a. ALTERNATIVE: Run the App Launcher.exe file
4. Click load on the ui and input the path to the template text file, hit ok
5. Enter number of desired processes to run
6. Set cycle limit to pause threads if desired, default 0 with no pausing until finished
7. Click start
 - a. Click pause to pause cycles
 - b. Click resume to continue
 - c. Program runs until all processes exit
8. Click save log to save output into txt file located in the same directory as main.py