OS Assignment 5 Report

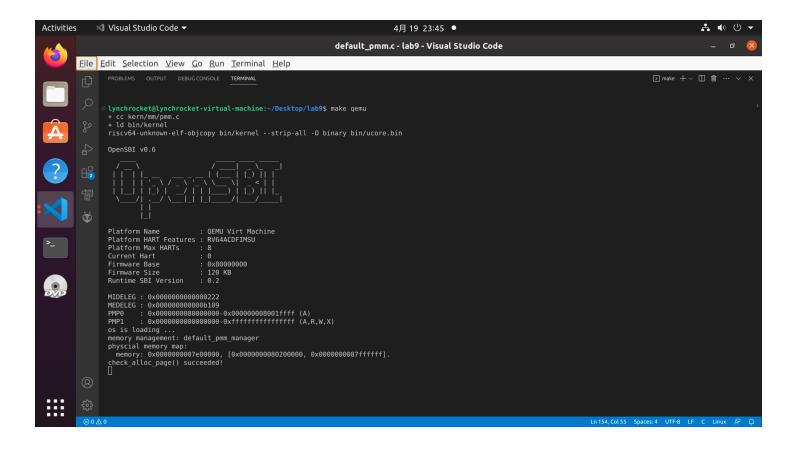
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1. default_free_pages()

```
C default_pmm.c X C best_fit_pmm.c
                                      C pmm.c
                                                     C memlayout.h
kern > mm > C default_pmm.c > \( \operatorname{O} \) default_free_pages(Page *, size_t)
                        clst_aud_berofe(te, a(base->page_tink));
                   } else if (list next(le) == &free list) {
                       list add(le, &(base->page link));
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           if (!list_empty(&free_list)) {
               list entry t* le = list next(&(base->page link));
               if (le != &free_list) {
                   struct Page* page = le2page(le, page_link);
                   if ((!PageReserved(page) && PageProperty(page)) && (base + base->property == page)) {
                       base->property += page->property;
                       ClearPageProperty(page);
                       list_del(le);
               le = list_prev(&(base->page_link));
               if (le != &free_list) {
                   struct Page* page = le2page(le, page link);
                   if ((!PageReserved(page) && PageProperty(page)) && (page + page->property == base)) {
                       page->property += base->property;
                       ClearPageProperty(base);
                       list del(&(base->page link));
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```



2. best_fit_pmm.c

I just modified here. Others are the same as default_pmm.c

```
static struct Page *
best fit alloc pages(size t n)
    //T0D0
    assert(n > 0);
    if (n > nr free) {
        return NULL;
    struct Page *page = NULL;
    unsigned int min property = 0xFFFF;
    list entry t *le = &free list;
   while ((le = list_next(le)) != &free_list) {
        struct Page *p = le2page(le, page link);
        if (p->property >= n && p->property < min property) {</pre>
            page = p;
            min_property = p->property;
    if (page != NULL) {
       list entry t* prev = list prev(&(page->page link));
        list_del(&(page->page_link));
        if (page->property > n) {
            struct Page *p = page + n;
            p->property = page->property - n;
            SetPageProperty(p);
            list add(prev, &(p->page link));
        nr free -= n;
        ClearPageProperty(page);
    return page;
```

