Приложение имитирующее работу КЭШа с прямым отображением

https://github.com/MAXXXYMIRON/ECM/tree/master/%D0%9A%D0%AD%D0%A8%20-%20%D0%A0%D0%B0%D0%B1%D0%BE%D1%82%D0%B0/%D0%9A%D0%AD%D0%A8 %D0%A0%D0%B0 %D0%B1%D0%BE%D1%82%D0%B0 %D0%9F%D1%80%D0%B8%D0%BB%D0%BE%D0%B6%D0%B5%D0% BD%D0%B8%D0%B5

Код реализации

https://github.com/MAXXXYMIRON/ECM/tree/master/%D0%9A%D0%AD%D0%A8%20%20%D0%A0%D0%B0%D0%B1%D0%BE%D1%82%D0%B0/CashWorking

Листинг

```
    CashWorking.MainMemory

■ CashWorking

         ⊟using System;
         using System.IO;
         □namespace CashWorking
              class MainMemory
                  readonly FileStream RAM = new FileStream("Memory.ini", FileMode.Create);
                  int CountSegments,
                      CountLines,
                      CountElements;
                  public MainMemory(int countSegments, int countLines, int countElements)
                      Random values = new Random();
                      CountSegments = countSegments;
                      CountLines = countLines;
                      CountElements = countElements;
                      for (int i = 0; i < CountSegments; i++)</pre>
                           RAM.WriteByte(10);
                           for (int j = 0; j < CountLines; j++)</pre>
                               for (int k = 0; k < CountElements; k++)</pre>
                                   RAM.WriteByte((byte)values.Next(48, 58));
                               RAM.WriteByte(10);
```

```
ashWorking

    CashWorking.MainMemory

                   void Positioning(int segment, int line)
                         segment--;
                        line--;
                        RAM.Position = (segment + 1) + //Отступы м\у сегментами
(segment * (CountLines * (CountElements + 1))) + //Пропуск эл. до нужного сегмента
(line * ((CountElements + 1))); //Пропуск эл. до нужной строки
                   //Считать строку line в сегменте segment
                   public char[] GetLine(int segment, int line)
                         char[] temp = new char[CountElements];
                         Positioning(segment, line);
                         for (int i = 0; i < CountElements; i++)</pre>
                              temp[i] = (char)RAM.ReadByte();
                         return temp;
                   //Записать строку temp в строку line в сегменте segment public void SetLine(int segment, int line, char[] temp)
                         Positioning(segment, line);
                         for (int i = 0; i < CountElements; i++)</pre>
                              RAM.WriteByte((byte)temp[i]);
```

```
CashWorking

    CashWorking.Cash

      |{
□
             class Cash
                 (int Tag, char[] Line)[] Page;
                 public Cash(int countLines, int countElements)
                    Page = new (int Tag, char[] Line)[countLines];
                     for (int i = 0; i < Page.Length; i++)</pre>
                         Page[i].Line = new char[countElements];
                         Page[i].Tag = -1;
                 //j - смещение
//Считать или задать элемент
                 public char this[int i, int j]
                    get => Page[i - 1].Line[j - 1];
                     set => Page[i - 1].Line[j - 1] = value;
                 public char[] this[int i]
                     get => Page[i - 1].Line;
                     set => Page[i - 1].Line = value;
                 public int GetTag(int i) => Page[i - 1].Tag;
                 public void SetTag(int i, int newTag) => Page[i - 1].Tag = newTag;
        3
```

```
CashWorking
                                                                    🤏 CashWorking.Controller
      □ hamespace CashWorking
             class Controller
                 static MainMemory MainMemo;
                 static Cash L;
                 int CountLines;
                 public Controller(int countSegments, int countLines, int countElements)
                     CountLines = countLines;
                     MainMemo = new MainMemory(countSegments, countLines, countElements);
                     L = new Cash(countLines, countElements);
                 //j - строка
//k - смещение
                 public char this[int i, int j, int k]
                     get
                         DirectMaping(i, j);
                         return L[j, k];
                         DirectMaping(i, j);
                         L[j, k] = value;
                                                                    🗸 🌂 CashWorking.Cor
CashWorking
                            DirectMaping(i, j);
                            L[j, k] = value;
                        }
                    //Проверяет на совпадение требуемый и текущий теги строки
                    void DirectMaping(int i, int j)
                        if (i != L.GetTag(j))
                            if (L.GetTag(j) != -1)
                                MainMemo.SetLine(L.GetTag(j), j, L[j]);
                            L[j] = MainMemo.GetLine(i, j);
                            L.SetTag(j, i);
                    j
                    public void ClearCash()
                        for (int i = 1; i <= CountLines; i++)</pre>
                            MainMemo.SetLine(L.GetTag(i), i, L[i]);
                            L.SetTag(i, -1);
           [}
```

Приложение











