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

```
shWorking
                                                           🛰 CashWorking.MainMemory
     □using System;
      using System.IO;
     □namespace CashWorking
          class MainMemory
              BinaryWriter Write;
              BinaryReader Read;
              int CountSegments,
                   CountLines,
                  CountElements;
.5
              public MainMemory(int countSegments, int countLines, int countElements)
                  Random values = new Random();
                  CountSegments = countSegments;
                  CountLines = countLines;
                  CountElements = countElements;
                  using (Write = new BinaryWriter(new FileStream("Memory.ini", FileMode.Create)))
                      for (int i = 0; i < CountSegments; i++)</pre>
                          Write.Write((char)10);
                          for (int j = 0; j < CountLines; j++)</pre>
                              for (int k = 0; k < CountElements; k++)</pre>
                                  Write.Write(values.Next(1000, 9999));
                                  Write.Write(' ');
          using (Write = new BinaryWriter(new FileStream("Memory.ini", FileMode.Create)))
               //CountSegments - блоков
               for (int i = 0; i < CountSegments; i++)</pre>
                   Write.Write((char)10);
                    for (int j = 0; j < CountLines; j++)</pre>
                        for (int k = 0; k < CountElements; k++)</pre>
                            Write.Write(values.Next(1000, 9999));
                            Write.Write(' ');
                        Write.Write((char)10);
```

```
void Positioning(int segment, int line, IDisposable WriteRead)
    segment--;
   line--;
    int position = (segment + 1) + //Отступы м\у сегментами
        (segment * (CountLines * ((CountElements * 4) + 5))) + //Пропуск эл. до нужного сегмента
            (line * ((CountElements * 4) + 5)); //Пропуск эл. до нужной строки
    //Позиция каретки с учетом размеров
    switch (WriteRead)
       case BinaryWriter writer:
           writer.BaseStream.Position = position;
       case BinaryReader reader:
           reader.BaseStream.Position = position;
           break;
//Считать строку line в сегменте segment
public int[] GetLine(int segment, int line)
    int[] temp = new int[CountElements];
    using (Read = new BinaryReader(new FileStream("Memory.ini", FileMode.Open)))
        Positioning(segment, line, Read);
        for (int i = 0; i < CountElements; i++)</pre>
            temp[i] = Read.ReadInt32();
            Read.BaseStream.Position++;
    return temp;
//Записать строку temp в строку line в сегменте segment
public void SetLine(int segment, int line, int[] temp)
    using (Write = new BinaryWriter(new FileStream("Memory.ini", FileMode.Open)))
        Positioning(segment, line, Write);
        for (int i = 0; i < CountElements; i++)</pre>
            Write.Write(temp[i]);
            Write.Write(' ');
```

```
Cash.cs + X Controller.cs
Memory.cs*
                                                         CPU.cs
                                                             - 🤏 CashWorking.Cash
ıshWorking
    □namespace CashWorking
    class Cash
              (int Tag, int[] Line)[] Page;
              public Cash(int countLines, int countElements)
                  Page = new (int Tag, int[] Line)[countLines];
                  for (int i = 0; i < Page.Length; i++)</pre>
                      Page[i].Line = new int[countElements];
                      Page[i].Tag = -1;
   İψ
              public int this[int i, int j]
                  get => Page[i - 1].Line[j - 1];
                  set => Page[i - 1].Line[j - 1] = value;
              public int[] this[int i]
   Ι¢
                  get => Page[i - 1].Line;
1
                  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;
```

```
□namespace 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 int this[int i, int j, int k]
             get
                 DirectMaping(i, j);
                 return L[j, k];
                 DirectMaping(i, j);
                 L[j, k] = value;
```

Приложение



















