HW 3: Priority-based Scheduler for xv6

https://github.com/Mar915/myxv6

Task 1. Modify the provided ps command to print the priority of each process.

I just added the ps.c to the make file and system calls. Printf() kept misaligning the text output and couldn't get them to align correctly. For some reason between priority and cputime does a huge tab space.

```
init: starting sh
$ ps
pid
                                  priority
                                                   cputime ppid
        state
                         size
                                                                    name
                         12288
                                          0
        sleeping
                                  0
                                                   0
                                                            init
                         16384
                                  0
                                          0
        sleeping
                                                   1
                                                            sh
        running
                         12288
                                  0
                                                   2
                                                            ps
```

Task 2. Add a readytime field to struct proc, initialize it correctly, and modify ps to print a process's age.

I used the current time minus the readytime to calculate the age. The age is shifted to the right, still couldn't fix the printing issue.

```
init: starting sh
 pexec 5 matmul 5 &; matmul 10 &
 pexec 10 ps
Time: 72 ticks
pid
                                    priority
                                                      cputime ppid
         state
                  age
                           size
                                                                        name
                                    12288
                                             0
                                                                        init
         runnable
                           336
                                                      0
                                                               0
         runnable
                           12288
                                    0
                                             0
                                                      0
                                                               init
2
6
         sleeping
                           16384
                                    0
                                             0
                                                      1
                                                               sh
                                    12288
                                             0
                                                      0
                                                                        matmul
         runnable
                           336
                                                               1
6
5
8
         runnable
                           12288
                                    0
                                             0
                                                      1
                                                               matmul
                                             0
                                                      1
         zombie
                           12288
                                    0
                                                               pexec
         sleeping
                           12288
                                    0
                                             0
                                                      2
                                                               pexec
9
         running
                           12288
                                    0
                                             0
                                                      8
                                                               ps
```

Task 3. Implement a priority-based scheduler. I couldn't figure this out.

Task 4. Add aging to your priority based scheduler. I couldn't figure this out.

Extra Credit Task (10 points).