

1 Aufgabe 6

The Programm is written in C++. The clock algorithm is implemented the following way:

- A `page` struct, that contains page number and an R-Bit

```
struct page {  
    char pnumber;  
    bool R;  
}
```

- A Ringbuffer, implemented by a simple `page`-Array

Output for Reference A:

```
Anzahl der Seitenrahmen (default 3): 3  
Referenzfolge (default 70120304230321201701):  
7 -> [(7), 10 , 10 ]  
0 -> [ 7 ,(0), 10 ]  
1 -> [ 7 , 0 ,(1)]  
2 -> [(2), 0 , 1 ]  
0 -> [ 2 , 0 , 1 ]  
3 -> [ 2 , 0 ,(3)]  
0 -> [ 2 , 0 , 3 ]  
4 -> [(4), 0 , 3 ]  
2 -> [ 4 , 0 ,(2)]  
3 -> [(3), 0 , 2 ]  
0 -> [ 3 , 0 , 2 ]  
3 -> [ 3 , 0 , 2 ]  
2 -> [ 3 , 0 , 2 ]  
1 -> [ 3 ,(1), 2 ]  
2 -> [ 3 , 1 , 2 ]  
0 -> [(0), 1 , 2 ]  
1 -> [ 0 , 1 , 2 ]  
7 -> [ 0 , 1 ,(7)]  
0 -> [ 0 , 1 , 7 ]  
1 -> [ 0 , 1 , 7 ]
```