Operating system 2 Project – Cover sheet

Project Title….**Dining Philosopher’s problem**……………Group#……………………………….

Discussion time :- …………**12:10:00 PM**……………….………….. Instructor ……..**Ahmed Swar**……………

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ID | Name(Arabic) | Bounce | Minus | Total Grade | Comment |
| **202000972** | **مينا ممدوح نبيل انيس** |  |  |  |  |
| **202000012** | **احمد اشرف حسني يوسف عفيفي** |  |  |  |  |
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| **202000552** | **عبد الله محمد عطا حسن** |  |  |  |  |
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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Critrial |  | | | | | Grade | | Team Grade | Comment |
| Documentation | Solution pseudocode | | | | | 1 | |  |  |
| Examples of Deadlock | | | | | 1 | |  |  |
| How did solve deadlock | | | | | 1 | |  |  |
| Examples of starvation | | | | | 1 | |  |  |
| How did solve starvation | | | | | 1 | |  |  |
|  | Explanation for real world application and how did apply the problem | | | | | 1 | |  |  |
| GitHub | Upload project files | | | | | 2 | |  |  |
| Submitted before discussion time (shared GitHub project link with TA and Dr) | | | | | 1 | |  |  |
| Only one contribution | | | | | -1 | |  |  |
| Implementation | Run correctly (correct output) | | | | | 5 | |  |  |
| Run but with incorrect output | | | | | -3 | |  |  |
| Not run at all (error and exceptions) | | | | | -8 | |  |  |
| Free from Deadlock | | | | | 3 | |  |  |
| Free from deadlock in some cases and not free in other cases | | | | | -2 | |  |  |
| Free from Starvation | | | | | 2 | |  |  |
| Free from Starvation in some cases and not free in other cases | | | | | -1 | |  |  |
| Apply problem to real world application | | | | | 6 | |  |  |
| Total |  | Total grade for Team | |  | | 25 |  |  |  |
|  | Total Team Grade(after adjustment) | | |  | 25 |  |  |  |
| Bounce | Multithreading GUI Based Java Swing | | | | | +5 | |  |  |
| Multithreading GUI Based Java Swing(adjustment) | | | | |  |  |
| Multithreading GUI Based JavaFX | | | | | +10 | |  |  |
| Multithreading GUI Based JavaFX(adjustment) | | | | |  |  |
| Bounce Graphic and animation | | | | | +5 | |  |  |
| Total with Bounce |  | Total Team Grade |  | | |  | | |  |
|  | Total Team Grade(after adjustment) | | |  |  | | |  |

Text

Description automatically generated

Text, letter

Description automatically generatedDiagram

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**Example Deadlock**

**Shape

Description automatically generated with medium confidence**

**A picture containing shape

Description automatically generated**

**Example Starvation**

**A picture containing diagram

Description automatically generated**

**Diagram, text

Description automatically generated**

Explanation for **Real World** application and How did apply the problem

