Return to "C++" in the classroom

DISCUSS ON STUDENT HUB

Process Monitor

REVIEW | CODE REVIEW 24 | HISTORY

src/linux_parser.cpp 14

src/system.cpp 2

src/processor.cpp 2

```
#include "processor.h"

#include "linux_parser.h"

// Define a constructor

Processor::Processor() {
  all_vl = LinuxParser::Jiffies();
  idle_vl = LinuxParser::IdleJiffies();
}

// DONE  : Return the aggregate CPU utilization

float Processor::Utilization() {
```

SUGGESTION

Hey!
I see you have used float here.
It is correctly implemented but i would like to just inform you that when you will be solving competitive questions on sites like Codeforces, CodeChef then you have to take care that double has more precision than the float and so even though your algorithm is correct but you are not getting the correct answer because of the precision issue.

I just told you in before hand just like that. I think you should keep that in mind.

```
  float old_all = all_vl;
  float old_idle = idle_vl;

  all_vl = LinuxParser::Jiffies();
  idle_vl = LinuxParser::IdleJiffies();

  float utlization =
      ((all_vl - old_all) - (idle_vl - old_idle)) / (all_vl - old_all);

  return (utlization > 0.0) ? utlization : 0.0;
```

AWESOME

Nice use of ternary operator! Ternary operator increases the code readability and decreases the number of lines of code!

```

  // return 0.0 ;
}
```

src/process.cpp 2

src/format.cpp 1

Makefile 1

include/ncurses_display.h 1

include/linux_parser.h 1

src/ncurses_display.cpp

- ▸ **src/main.cpp**
- ▸ **README.md**
- ▸ **include/system.h**
- ▸ **include/processor.h**
- ▸ **include/process.h**
- ▸ **include/format.h**
- ▸ **CMakeLists.txt**

Learn the best practices for revising and resubmitting your project.

RETURN TO PATH