Process Monitor

▶ **src/linux_parser.cpp** 14

▶ **src/system.cpp** 2

▶ **src/processor.cpp** 2

▶ **src/process.cpp** 2

▶ **src/format.cpp** 1

▶ **Makefile** 1

▼ **include/ncurses_display.h** 1

```
1  #ifndef NCURSES_DISPLAY_H
2  #define NCURSES_DISPLAY_H
3
4  #include <curses.h>
5
6  #include "process.h"
7  #include "system.h"
8
9  namespace NCursesDisplay {
10 void Display(System& system, int n = 10);
```

> **SUGGESTION**
>
> I guess you must be knowing that this n corresponds to the number of processes being shown on the process monitor.
> So increasing this or decreasing this value you can control the number of processes for which you want to show on process monitor.

```
11 void DisplaySystem(System& system, WINDOW* window);
12 void DisplayProcesses(std::vector<Process>& processes, WINDOW* window, int n);
13 std::string ProgressBar(float percent);
14 };  // namespace NCursesDisplay
15
16 #endif
```

▶ **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