

proc.c

- Added setpriority system call to set the priority of a process
- Modified scheduler to run processes based on schedule with 0 being highest priority and 31 the lowest priority
- If the current process' priority doesn't match then the priority increases as a form of priority aging

```
372  int setpriority(int priority){
373
374      struct proc *p = myproc();
375      if(priority >= 0 || priority <= 31){
376          p->priority = priority;
377          return 0;
378      }
379      return -1;
380
381 }
```

```
void
scheduler(void)
{
    struct proc *p;
    struct cpu *c = mycpu();
    c->proc = 0;
    int pr = 0;
    int newPr = 0;
    for(;;){
        // Enable interrupts on this processor.
        sti();
        for(pr = 0; pr < 32; pr++){
            // Loop over process table looking for process to run.
            acquire(&ptable.lock);
            for(p = ptable.proc; p < &ptable.proc[NPROC]; p++){
                if(p->state != RUNNABLE)
                    continue;
                if(p->priority == pr){

                    // Switch to chosen process. It is the process's job
                    // to release ptable.lock and then reacquire it
                    // before jumping back to us.
                    c->proc = p;
                    switchvm(p);
                    p->state = RUNNING;

                    switch(&(c->scheduler), p->context);
                    switchkvm();

                    // Process is done running for now.
                    // It should have changed its p->state before coming back.
                    c->proc = 0;
                }
                else{
                    newPr = p->priority;
                    p->priority = newPr++;
                }
            }
            release(&ptable.lock);
        }
    }
}
```

This program tests the correctness of your lab#2

Step 2: testing the priority scheduler and setpriority(int priority)) system call:

Step 2: Assuming that the priorities range between 0 to 31

Step 2: 0 is the highest priority. All processes have a default priority of 10

Step 2: The parent processes will switch to priority 0

child# 6 with priority 10 has finished!

child# 5 with priority 20 has finished!

child# 4 with priority 30 has finished!

if processes with highest priority finished first then its correct

