Approach Lab 3

# First Glance at Functions & Classes

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| Function | Description |
| getData | Goes to the position, then writes those chars into array of size sz |
| getBytes | 1. Looks for the chars in BufferPool 2. If not in pool, then look through file 3. Apply LRU |
| printBufferBlockOrder | Print the sequential order of the buffer |
| getLRUBufferBlockID | Returns the least recently used ID |
| Constructor | Should read in the first 5 blocks into the BufferBlock Object |

# Notes

* If you print right after data entry, the output should look like this:
  + 0, 1, 2, 3, 4.
* Must add ‘\0’ to end of the char array
* Keep input file so that you can keep the information from the file
* Try to use the global const POOLSIZE for easy maintenance

# Conclusion

This lab wasn’t bad at all. A few things that were learned in earlier labs were used in this lab, like having a holder for temporary elements.