Add pstat.h

Syscall.h

Statuler 23

Syscall.c

Include pstat.h

extern int sys\_statuler(void);

static int \*syscalls[](void)={

Sys\_statuler}

User.h

Struct stat

int statuler(struct pstat\*);

user.S

SYSCALL(statuler)

Pro.c

Include pstat.h

struct proc\* q0[64];

struct proc\* q1[64];

struct proc\* q2[64];

struct proc\* q3[64];

int c0 =-1;

int c1 =-1;

int c2 =-1;

int c3 =-1;

int clkPerPrio[4] ={1,2,4,8};

struct pstat pstat\_var;

Pro.h

extern struct proc\* q0[64];

extern struct proc\* q1[64];

extern struct proc\* q2[64];

extern struct proc\* q3[64];

extern int c0;

extern int c1;

extern int c2;

extern int c3;

extern struct pstat pstat\_var;

int priority

int clicksint

~~int hticks;~~

~~int lticks;~~

Sysproc.c

#include pstat.hint sys\_statuler(void) {

int i,j;

struct pstat \*st;

if(argptr(0, (void\*)&st, sizeof(\*st))<0)

return -1;

for(i=0;i<64;i++){

st->inuse[i] = pstat\_var.inuse[i];

st->pid[i] = pstat\_var.pid[i];

st->priority[i] = pstat\_var.priority[i];

for(j=0;j<4;j++){

st->ticks[i][j] =pstat\_var.ticks[i][j] ;

}

}

return 0;

}