Selected Options

- Turned assignment in early
- Option 1

Fifo Scheduler implementation

- The class queue was created with standard functions: push, pop, delete_thread, size, and print.
- Scheduler constructor
    - Does not need to call queue construction (it is a non pointer member variable).
- Yield
    - Pops the first thread off the queue, and calls “Thread::dispatch_to()” with that thread. If the thread is empty, just return.
- Resume
    - Pushes the thread at the end of ready queue
- add
    - Calls resume with the thread
- Terminate
    - Checks if the terminated thread is the current thread (if it isn’t then remove the thread from the ready queue)
    - Delete the thread and then yield (I created a thread deconstructor that deletes member variables not in use)

Option 1 Implementation

- I enabled interrupts in the thread constructor
- I made sure the disable interrupts while scheduler is processing and enabled the interrupts after the scheduler does something.