

# Assignment 1

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## Summary

In this assignment, I created three programs: `init`, `cpu_emulator`, and `scheduler_process`. In this program, we had to utilize IPC (Interprocess Communication) by allowing two programs to send and receive information to each other. The two processes that communicated with one another were `cpu_emulator` and `scheduler_process`. The `cpu_emulator` and the `scheduler_process` programs communicated with one another with the use of a named pipe. I used a named pipe for this project because for the purposes of this project, I knew the two executables (`cpu_emulator`, `scheduler_process`) would remain on this system. Also, I wanted to enforce a unidirectional pipe. After doing some research, there was some benchmark testing which shows that named pipes were 16 faster than sockets.<sup>1</sup>

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<sup>1</sup><https://stackoverflow.com/a/54164058>