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Section-4B

OS LAB FINAL PROJECT

Main file:

```
#include<iostream>
#include<string>
#include<unistd.h>
#include<stdlib.h>
#include<pthread.h>
#include <bits/stdc++.h>
#include<algorithm>
#include<string.h>
#include<sys/shm.h>
#include<stdio.h>
#include<queue>
using namespace std;
queue<int> wqueue;
queue<int> rqueue;
void showq(queue<int> wqueue)
{
    queue<int> g = wqueue;
    while (!g.empty()) {
        cout << '\t' << g.front();
        g.pop();
    }
    cout << '\n';
}
```

```

bool flag=true;

int i;

pthread_t thrTask[15];///thread pool for our 20 tasks

int n=15;///to keep the value up to which our loops have to operate

int *currentIDArr = new int [15];///creating ids for each process

//array for setting the priority for each process

int *currentPriorityArr = new int[15];

int IDPosition = 0;///process index track

int positionPriority = 0;///priority array index track

int RAM;///variable in which we store the ram that we will store the ram given by the user

int *shared_memory;

struct Task

{///struct for keeping the values that are to identify and stored each process

    int id;

    string name;

    int ramUse; ///in MBs

    int priority; ///Higher the number ,higher the priority

};

Task t[15];

//the scheduling algorithm that we will be using for the process

void priorityScheduling(){

    for(int i=1;i<n;i++)

    {

        for(int j=1;j<n;j++)

        {

            if(t[i].priority > t[j].priority)///higher priority comes first

            {

                swap(t[i].id,t[j].id);

```

```

        swap(t[i].name,t[j].name);
        swap(t[i].ramUse,t[j].ramUse);
        swap(t[i].priority,t[j].priority);
    }
}
}
}

```

///function for showing each process with all its properties

```

void showAll(){
    for(int i=0;i<n;i++) {
        cout<<t[i].id<<"\t"<<t[i].name<<"\t\t"<<t[i].ramUse<<"\t"<<t[i].priority<<endl;
    }
}

```

///function that we will use if a process is stoped and the next is choosen

///this is simply for contexting switching

```

int ContextSwitch(int ID, Task t[]){

```

```

    int pri;

```

///this checks basicly if the process choosen by the user has a higher or lower priority than the process that is before it in the array.

```

    for(int i = 0;i<n;i++){
        if(ID == t[i].id){
            pri = t[i].priority;
            break;
        }
    }
    return pri;
}

```

[illegible]

```
cout<<"*\t\t\t\t\t\t\t\t\t\t\t*"<<endl;

}

cout<<"*****  
**"<<endl;

    sleep(5);

}

/////proccess1////////

/////calculator////////

void *calculator(void *args)

{

sleep(5);

system("gnome-terminal -e 'sh -c \"g++ calculator.cpp && ./a.out\"'");

return NULL;

}

/////proccess2////////

/////Tic Tac Toe////////

void *tictactoe(void *args){

sleep(5);

system("gnome-terminal -e 'sh -c \"g++ tictactoe.cpp && ./a.out\"'");


return NULL;

}

/////proccess3////////

/////binarysearch////////

void *binar_search(void *args){
```

```

sleep(5);

system("gnome-terminal -e 'sh -c \"g++ binarysearch.cpp && ./a.out\"'");


return NULL;
}

/////proccess4////////

/////Banking System////////

void *banking(void *args){

sleep(5);

system("gnome-terminal -e 'sh -c \"g++ banking.cpp && ./a.out\"'");


return NULL;
}

/////proccess5////////

/////Guessing Game////////

void *Guessing_game(void *args){

sleep(5);

system("gnome-terminal -e 'sh -c \"g++ guessgame.cpp && ./a.out\"'");


return NULL;
}

/////proccess6////////

/////Message Box////////

void *message(void *args){

sleep(5);

system("gnome-terminal -e 'sh -c \"g++ messagebox.cpp && ./a.out\"'");

return NULL;
}

```

```
/////proccess7////////
```

```
/////Create File////////
```

```
void *createfile(void *args){
```

```
sleep(5);
```

```
system("gnome-terminal -e 'sh -c \"g++ createfile.cpp && ./a.out\"");
```

```
return NULL;
```

```
}
```

```
/////proccess8////////
```

```
/////Delete File////////
```

```
void *delete_file(void *args){
```

```
sleep(5);
```

```
system("gnome-terminal -e 'sh -c \"g++ deletetfile.cpp && ./a.out\"");
```

```
return NULL;
```

```
}
```

```
/////proccess9////////
```

```
/////calender////////
```

```
void *calender(void *args){
```

```
sleep(5);
```

```
system("gnome-terminal -e 'sh -c \"g++ calender.cpp && ./a.out\"");
```

```
return NULL;
```

```
}
```

```
/////proccess10////////
```

```
/////time////////
```

```
void *factorial(void *args){
```

```
sleep(5);
```

```
system("gnome-terminal -e 'sh -c \"g++ factorial.cpp && ./a.out\"");
```

```
return NULL;
```

```
}
```

```
/////proccess11////////
```

```
/////time////////
```

```
void *time(void *args){
```

```
sleep(5);
```

```
system("gnome-terminal -e 'sh -c \"g++ time.cpp && ./a.out\"");
```

```
return NULL;
```

```
}
```

```
/////proccess12////////
```

```
/////Stop Watch////////
```

```
void *stopwatch(void *args){
```

```
sleep(5);
```

```
system("gnome-terminal -e 'sh -c \"g++ stopwatch.cpp && ./a.out\"");
```

```
return NULL;
```

```
}
```

```
/////proccess13////////
```

```
/////Length of String////////
```

```
void *length(void *args){
```



```
sleep(5);  
system("gnome-terminal -e 'sh -c \"g++ stringlen.cpp && ./a.out\"");
```

```
return NULL;
```

```
}
```

```
/////proccess14////////
```

```
/////Find Prime////////
```

```
void *prime(void *args){
```

```
sleep(5);
```

```
system("gnome-terminal -e 'sh -c \"g++ findprime.cpp && ./a.out\"");
```

```
return NULL;
```

```
}
```

```
/////proccess15////////
```

```
/////Hangman Game////////
```

```
void *hangman_game(void *args){
```

```
sleep(5);
```

```
system("gnome-terminal -e 'sh -c \"g++ hangman.cpp && ./a.out\"");
```

```
return NULL;
```

```
}
```

///this function is used for telling which process or task with how much prority and ram useage is
runnig.

```
/////23////////
```

```

void *TaskManager(void *args){

cout << "ID\tName\tRam"<<endl;

    int ID;

    for(int i = 0; i< IDPosition-1;i++){

        ID = currentIDArr[i];

        cout << ID << "\t" << t[ID].name << "\t" << t[ID].ramUse<<endl;

    }

sleep(8);

return NULL;

}

void userFunc()

{

    bool cond1=1;

    int choice1,pri;

    while(cond1)

    {

        system("clear");

        cout<<"\t-*-*-*-*-*-*-*"<<"Total Ram is " << *shared_memory<<"-*-*-*-*-*-*-*
*-*-*"<<endl;

        cout<<"\t\t\t-*-*-*-*-*-*-*-*-*-*-*"<<endl;

        cout << "\t\t\t\tMAIN MENU"<<endl;

        cout<<"\t\t\t\t-*-*-*-*-*-*-*-*-*-*-*"<<endl;

        cout<<"1. Calculator.\n";

        cout<<"2. Tic Tac Toe.\n";

        cout<<"3. Binary Search\n";

        cout<<"4. Banking System \n";

        cout<<"5. Guessing Game.\n";

```

```

cout<<"6. Message Box.\n";
cout<<"7. Create file.\n";
cout<<"8. Delete file.\n";
cout<<"9. Calendar.\n";
cout<<"10. Time.\n";
cout<<"11. Find Factorial.\n";
cout<<"13. length of string.\n";
cout<<"14. Find Prime.\n";
cout<<"15. Hangman.\n";
cout<<"12. Stop Watch.\n";
cout<<"16.Shutdown.\n";
cout<<"Enter choice";
cin>>choice1;
if(t[choice1-1].ramUse>*shared_memory)
{
wqueue.push(t[choice1-1].id);
}
if( !wqueue.empty())
{
int tempid=wqueue.front();
wqueue.pop();
for(i=0;i<15&&flag!=false;i++)
{
if(t[i].id==tempid)
{
flag=false;
}
}
}

```

```

        if(t[i].ramUse>=*shared_memory)

        {

            rqueue.push(tempid);

currentIDArr[IDPosition] = t[choice1-1].id;

IDPosition++;

if(RAM>t[choice1-1].ramUse)

{

    RAM = RAM - t[choice1-1].ramUse;

    //add currnet position in arr

    currentPriorityArr[positionPriority] = t[choice1-1].priority;

    pri = ContextSwitch(choice1, t);

    if(pri > currentPriorityArr[positionPriority] )

    {

        RAM = RAM + 2;

    }

    positionPriority++;

cout<<"-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*" <<endl;

    if( !rqueue.empty())

    {

        int tempid=rqueue.front();

        rqueue.pop();

        for(i=0;i<15&&flag!=false;i++)

        {

            if(t[i].id==tempid)

            {

                flag=false;

            }

        }

    }

}

```

```

}
flag=true;
if(t[i].name=="Calculator")
{
    cout<<"Opening the calculator"<<endl;
    pthread_create(&thrTask[0],NULL,&calculator,NULL);
    pthread_join(thrTask[0],NULL);
    cout<<"The process for calculaotr is executed"<<endl;
    RAM = RAM + t[i].ramUse;
    sleep(2);
}
else if(t[i].name=="TIC TAC TOE")
{
    cout<<"Opening the TIC TAC TOE"<<endl;
    pthread_create(&thrTask[1],NULL,&tictactoe,NULL);
    pthread_join(thrTask[1],NULL);
    cout<<"The process for tic tac toe is executed"<<endl;
    RAM = RAM + t[i].ramUse;
    sleep(2);
}
else if(t[i].name=="Binary Search")
{
    cout<<"Opening the binary search"<<endl;
    pthread_create(&thrTask[2],NULL,&binar_search,NULL);
    pthread_join(thrTask[2],NULL);
    cout<<"The process for binary search is executed"<<endl;
    RAM = RAM + t[i].ramUse;
    sleep(2);
}

```

```

else if(t[i].name=="Banking System")
{
    cout<<"Opening the banking "<<endl;
    pthread_create(&thrTask[3],NULL,&banking,NULL);
    pthread_join(thrTask[3],NULL);
    cout<<"The process for banking is executed"<<endl;
    RAM = RAM + t[i].ramUse;
    sleep(2);
}
else if(t[i].name=="Guessing Game")
{
    cout<<"Opening the guessing game"<<endl;
    pthread_create(&thrTask[4],NULL,&Guessing_game,NULL);
    pthread_join(thrTask[4],NULL);
    cout<<"The process for guessing game is executed"<<endl;
    RAM = RAM + t[i].ramUse;
    sleep(2);
}
else if(t[i].name=="Message Box")
{
    cout<<"Opening the message box"<<endl;
    pthread_create(&thrTask[5],NULL,&message,NULL);
    pthread_join(thrTask[5],NULL);
    cout<<"The process for message box is executed"<<endl;
    RAM = RAM + t[i].ramUse;
    sleep(2);
}
else if(t[i].name=="Create File")
{

```

```

        cout<<"Opening the create file"<<endl;

        pthread_create(&thrTask[6],NULL,&createfile,NULL);

        pthread_join(thrTask[6],NULL);

        cout<<"The process for create file is executed"<<endl;

        RAM = RAM + t[i].ramUse;

        sleep(2);
    }

    else if(t[i].name=="Delete File")
    {
        cout<<"Opening the delete file"<<endl;

        pthread_create(&thrTask[7],NULL,&delete_file,NULL);

        pthread_join(thrTask[7],NULL);

        cout<<"The process for delete file is executed"<<endl;

        RAM = RAM + t[i].ramUse;

        sleep(2);
    }

    else if(t[i].name=="Calender")
    {
        cout<<"Opening the calender"<<endl;

        pthread_create(&thrTask[8],NULL,&calender,NULL);

        pthread_join(thrTask[8],NULL);

        cout<<"The process for calender is executed"<<endl;

        RAM = RAM + t[i].ramUse;

        sleep(2);
    }

    else if(t[i].name=="Time Task")
    {
        cout<<"Opening the clock"<<endl;

        pthread_create(&thrTask[9],NULL,&time,NULL);
    }

```

```

        pthread_join(thrTask[9],NULL);

        cout<<"The process for clock is executed"<<endl;

        RAM = RAM + t[i].ramUse;

        sleep(2);
    }

    else if(t[i].name=="Find Factorial")
    {
        cout<<"Opening the find factorial proccess"<<endl;
        pthread_create(&thrTask[10],NULL,&factorial,NULL);
        pthread_join(thrTask[10],NULL);

        cout<<"The process for finding factorial is executed"<<endl;

        RAM = RAM + t[i].ramUse;

        sleep(2);
    }

    else if(t[i].name=="String Length")
    {
        cout<<"Opening the string length proccess"<<endl;
        pthread_create(&thrTask[11],NULL,&length,NULL);
        pthread_join(thrTask[11],NULL);

        cout<<"The process for find string length is executed"<<endl;

        RAM = RAM + t[i].ramUse;

        sleep(2);
    }

    else if(t[i].name=="Find prime")
    {
        cout<<"Opening the find prime proccess"<<endl;
        pthread_create(&thrTask[12],NULL,&prime,NULL);
        pthread_join(thrTask[12],NULL);

        cout<<"The process for finding prime is executed"<<endl;
    }

```



```

        RAM = RAM + t[i].ramUse;

        sleep(2);
    }

    else if(t[i].name=="Hangman Task")
    {
        cout<<"Opening the hangman game"<<endl;

        pthread_create(&thrTask[13],NULL,&hangman_game,NULL);

        pthread_join(thrTask[13],NULL);

        cout<<"The process for hangman game is executed"<<endl;

        RAM = RAM + t[i].ramUse;

        sleep(2);
    }

    else if(t[i].name=="Stop Watch")
    {
        cout<<"Opening the stop watch"<<endl;

        pthread_create(&thrTask[14],NULL,&stopwatch,NULL);

        pthread_join(thrTask[14],NULL);

        cout<<"The process for stop watch is executed"<<endl;

        RAM = RAM + t[i].ramUse;

        sleep(2);
    }
}

}

else
{
    if(choice1==1)

```

```

{
    cout<<"Opening the calculator"<<endl;
    pthread_create(&thrTask[0],NULL,&calculator,NULL);
    pthread_join(thrTask[0],NULL);
    cout<<"The process for calculaotr is executed"<<endl;
    RAM = RAM + t[choice1-1].ramUse;
    sleep(2);
}

else if(choice1==2)
{
    cout<<"Opening TIC TAC TOE "<<endl;
    pthread_create(&thrTask[1],NULL,&tictactoe,NULL);
    pthread_join(thrTask[1],NULL);
    cout<<"The process for Tic tac toe is executed"<<endl;
    RAM = RAM + t[choice1-1].ramUse;
    sleep(2);
}

else if(choice1==3)
{
    cout<<"Proccess for binary search is opening"<<endl;
    pthread_create(&thrTask[2],NULL,&binar_search,NULL);
    pthread_join(thrTask[2],NULL);
    cout<<"The process for binary search is executed"<<endl;
    RAM = RAM + t[choice1-1].ramUse;
    sleep(2);
}

else if(choice1==4)
{
    cout<<"opening banking system "<<endl;

```

```

        pthread_create(&thrTask[3],NULL,&banking,NULL);
        pthread_join(thrTask[3],NULL);
        cout<<"The process for banking system is executed"<<endl;
        RAM = RAM + t[choice1-1].ramUse;
        sleep(2);
    }
else if(choice1==5)
{
    cout<<"Opening guessing game "<<endl;
    pthread_create(&thrTask[4],NULL,&Guessing_game,NULL);
    pthread_join(thrTask[4],NULL);
    cout<<"The proccess for guessing game is executed"<<endl;
    RAM = RAM + t[choice1-1].ramUse;
    sleep(2);
}
else if(choice1==6)
{
    cout<<"Opening Message Box"<<endl;
    pthread_create(&thrTask[5],NULL,&message,NULL);
    pthread_join(thrTask[5],NULL);
    cout<<"The proccess for Message Box is executed"<<endl;
    RAM = RAM + t[choice1-1].ramUse;
    sleep(2);
}
else if(choice1==7)
{
    cout<<"Opening create file"<<endl;
    pthread_create(&thrTask[6],NULL,&createfile,NULL);
    pthread_join(thrTask[6],NULL);

```

```

        cout<<"The proccess for creating file is executed"<<endl;

        RAM = RAM + t[choice1-1].ramUse;

        sleep(2);

    }

    else if(choice1==8)
    {
        cout<<"Opening Delete file process"<<endl;

        pthread_create(&thrTask[7],NULL,&delete_file,NULL);

        pthread_join(thrTask[7],NULL);

        cout<<"The proccess for deleting file is executed"<<endl;

        RAM = RAM + t[choice1-1].ramUse;

        sleep(2);

    }

    else if(choice1==9)
    {
        cout<<"Opening calender process"<<endl;

        pthread_create(&thrTask[8],NULL,&calender,NULL);

        pthread_join(thrTask[8],NULL);

        RAM = RAM + t[choice1-1].ramUse;

        sleep(2);

    }

    else if(choice1==10)
    {
        cout<<"clock opening..."<<endl;

        pthread_create(&thrTask[9],NULL,&time,NULL);

        pthread_join(thrTask[9],NULL);

        RAM = RAM + t[choice1-1].ramUse;

        sleep(2);
    }

```

```

    }
else if(choice1==11)
{
    cout<<"Factorial Proccess opening..."<<endl;
    pthread_create(&thrTask[10],NULL,&factorial,NULL);
    pthread_join(thrTask[10],NULL);
    RAM = RAM + t[choice1-1].ramUse;
    sleep(2);
}
else if(choice1==12)
{
    cout<<"Length of string proccess opening..."<<endl;
    pthread_create(&thrTask[11],NULL,&length,NULL);
    pthread_join(thrTask[11],NULL);
    RAM = RAM + t[choice1-1].ramUse;
    sleep(2);
}
else if(choice1==13)
{
    cout<<"Find Prime Proccess opening..."<<endl;
    pthread_create(&thrTask[12],NULL,&prime,NULL);
    pthread_join(thrTask[12],NULL);
    RAM = RAM + t[choice1-1].ramUse;
    sleep(2);
}
else if(choice1==14)
{
    cout<<"Hangman game opening..."<<endl;
    pthread_create(&thrTask[13],NULL,&hangman_game,NULL);

```

```

        pthread_join(thrTask[13],NULL);

        RAM = RAM + t[choice1-1].ramUse;

        sleep(2);
    }
else if(choice1==15)
    {
        cout<<"Stop watch opening..."<<endl;

        pthread_create(&thrTask[14],NULL,&stopwatch,NULL);

        pthread_join(thrTask[14],NULL);

        RAM = RAM + t[choice1-1].ramUse;

        sleep(2);
    }

else if(choice1==16)
    {
        cout<<"SHUTTING DOWN"<<endl;

        sleep(5);

        system("clear");

        return;
    }
else
    {
        cout<<"Invalid task no!"<<endl;
    }
}
}
}

```

```

void *initialize(void *args){

```

t[0].id=1; t[0].name="Calculator";

t[0].ramUse=10;t[0].priority=1;

t[1].id=2; t[1].name="TIC TAC TOE";

t[1].ramUse=30;t[1].priority=2;

t[2].id=3; t[2].name="Binary Search";

t[2].ramUse=40;t[2].priority=4;

t[3].id=4; t[3].name="Banking System";

t[3].ramUse=2; t[3].priority=3;

t[4].id=5; t[4].name="Guessing Game";

t[4].ramUse=2; t[4].priority=3;

t[5].id=6; t[5].name="Message Box";

t[5].ramUse=30;t[5].priority=6;

t[6].id=7; t[6].name="Create File";

t[6].ramUse=6; t[6].priority=8;

t[7].id=8; t[7].name="Delete File";

t[7].ramUse=3; t[7].priority=7;

t[8].id=9; t[8].name="Calender";

t[8].ramUse=10;t[8].priority=9;

t[9].id=10;t[9].name="Time Task";

```
t[9].ramUse=30;t[9].priority=10;
```

```
t[10].id=11;t[10].name="Find Factorial";
```

```
t[10].ramUse=11;t[10].priority=11;
```

```
t[11].id=12;t[11].name="String Length";
```

```
t[11].ramUse=11;t[11].priority=12;
```

```
t[12].id=13;t[12].name="Find prime";
```

```
t[12].ramUse=20;t[12].priority=9;
```

```
t[13].id=14;t[13].name="Hangman Task";
```

```
t[13].ramUse=15;t[13].priority=19;
```

```
t[14].id=15;t[14].name="Stop Watch";
```

```
t[14].ramUse=11;t[14].priority=15;
```

```
pthread_exit(NULL);
```

```
}
```

```
int main(int argc, char** num)
```

```
{
```

```
    string r = string(num[1]);
```

```
    RAM = stoi(r);
```

```
    string c = string(num[2]);
```

```
    int Cores = stoi(c);
```

```
    string d = string(num[3]);
```

```
    int Disk = stoi(d);
```

```
    bool cond1=1;
```

```
    int choice1;
```



```
cin>>choice1;

system("clear");

switch(choice1)
{
    case 1:
        userFunc();
        break;
    case 2:
        Task t1[50];
        for(int i=0;i<24;++i)
        {
            t1[i].name=t[i].name;
            t1[i].priority=t[i].priority;
            t1[i].ramUse=t[i].ramUse;
        }

        t[50];
        for(int i=0;i<50;++i)
        {
            t[i].name="123";
        }

        for(int i=0;i<15;++i)
        {
            t[i].name=t1[i].name;
            t[i].priority=t1[i].priority;
            t[i].ramUse=t1[i].ramUse;
        }
}
```

[illegible]

[illegible]

```
    }  
  
    else if(kChoice == 2)  
  
    {  
  
        string inp;  
  
        cout<<"\t\t-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_  
*"<<endl;  
  
        cout << "\t\tWELCOME TO THE PAGE TO DELETE TASK!"<<endl;  
        cout<<"\t\t-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_"<<endl;  
  
        cout<<"Please enter the name of task you want to delete:";  
        cin>>inp;  
  
        for(int i = 0;i<50;i++)  
  
        {  
  
            if(inp==t[i].name)  
  
            {  
  
                t[i].name="";  
                t[i].id=0;  
                t[i].priority=0;  
                t[i].ramUse=0;  
                cout<<"Task deleted  
succesfully"<<endl;  
  
                break;  
  
            }  
  
        }  
  
        cout<<"TOTAL TASK"<<endl;  
        cout<<endl;  
        cout<<"Name\t\tPriority\t\tRAM"<<endl;  
  
        for(int i=0;i<count;++i)  
  
        {  
  
            if(t[i].name!="")
```

```

        {

cout<<t[i].name<<"\t\t"<<t[i].priority<<"\t\t"<<t[i].ramUse<<endl;

        }

    }

    sleep(5);

}

}while((kChoice==1) || (kChoice==2));

system("clear");

break;

}

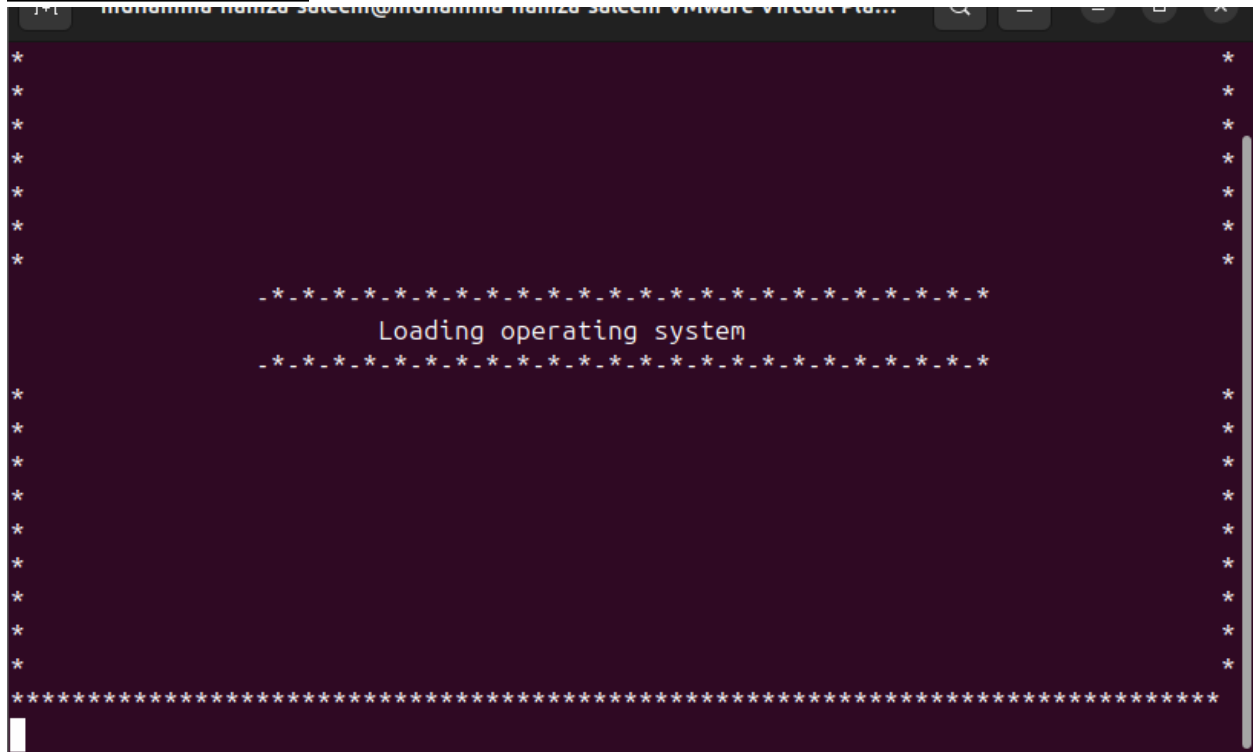
return 0;

}

```

Outputs:

1.Welcome Screen:



1.User Selection:

[illegible]

2.Main Menu

It is a single player game against computer

Enter your Name:hamza

sh: 1: CLS: not found

hamza =(X) Computer=(0)

1	2	3
4	5	6
7	8	9

hamza wins= 0 Computer wins= 0 Draw = 0

hamza has won the toss and will mark first

Enter the number of box in which you want to put your mark:

5.Message Passing

You have Hamza, Waheed, Ali, saad in your contact list only

Enter command (send, read, exit): send

Enter sender: Hamza

Enter receiver: Waheed

Enter message: How are you

You have Hamza, Waheed, Ali, saad in your contact list only

Enter command (send, read, exit):


```

_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_
      WELCOME TO FACTORIAL FINDING PROCEESS!
_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_

Press 1 to start process
Press 0 to exit
1
Enter a positive integer: 9
Factorial of 9 is: 362880
Press 1 to start process
Press 0 to exit

```

8.Stop Watch

```
Terminal
```

```
_**_**_**_**_**_**_**_**_**_**_**_**_**  
WELCOME TO STOP WATCH PROCESS!  
_**_**_**_**_**_**_**_**_**_**_**_**_  
  
Stopwatch started. Press Enter to stop.  
Elapsed time (in seconds): 0.000118  
Elapsed time (in seconds): 1.0009  
Elapsed time (in seconds): 2.00158  
Elapsed time (in seconds): 3.00226  
Elapsed time (in seconds): 4.00294  
Elapsed time (in seconds): 5.00323  
Elapsed time (in seconds): 6.004  
Elapsed time (in seconds): 7.0043  
Elapsed time (in seconds): 8.00474  
Elapsed time (in seconds): 9.00499  
Elapsed time (in seconds): 10.0055  
Elapsed time (in seconds): 11.006  
Elapsed time (in seconds): 12.0064  
Elapsed time (in seconds): 13.007
```

9.Shutting Down:

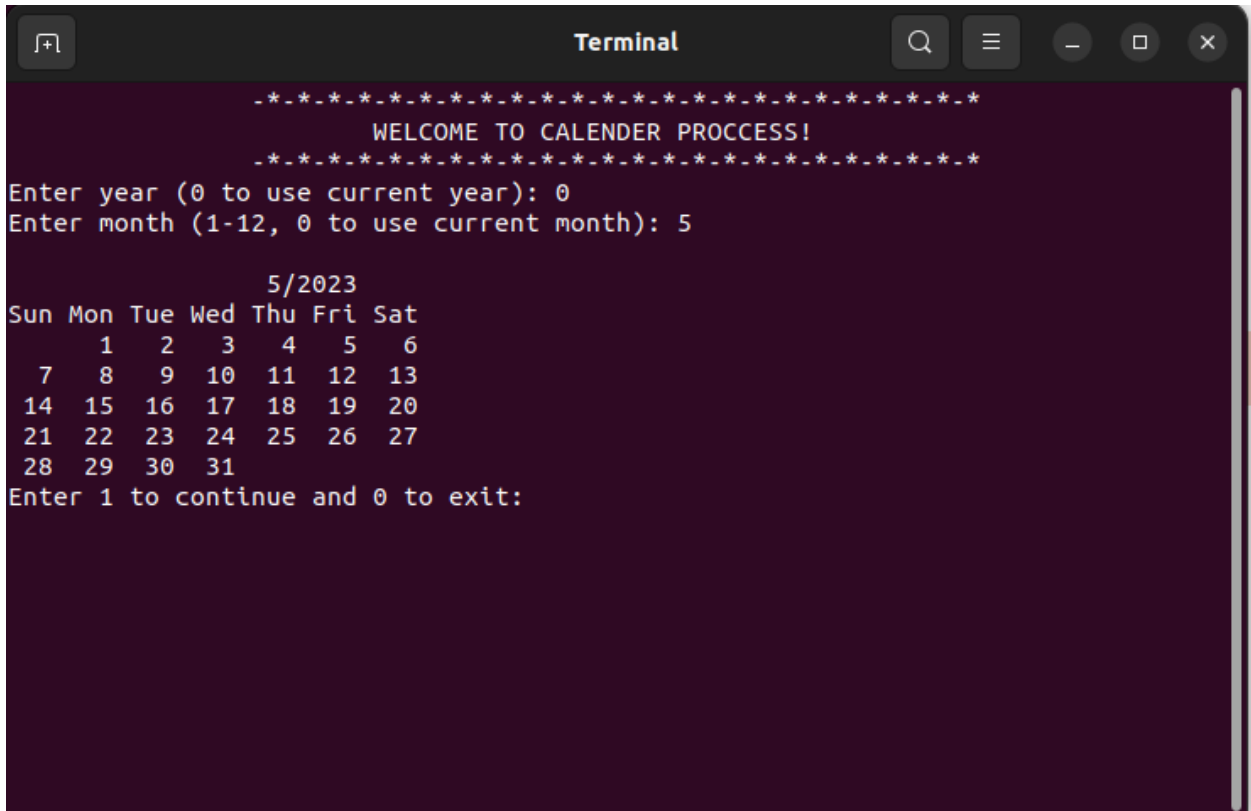
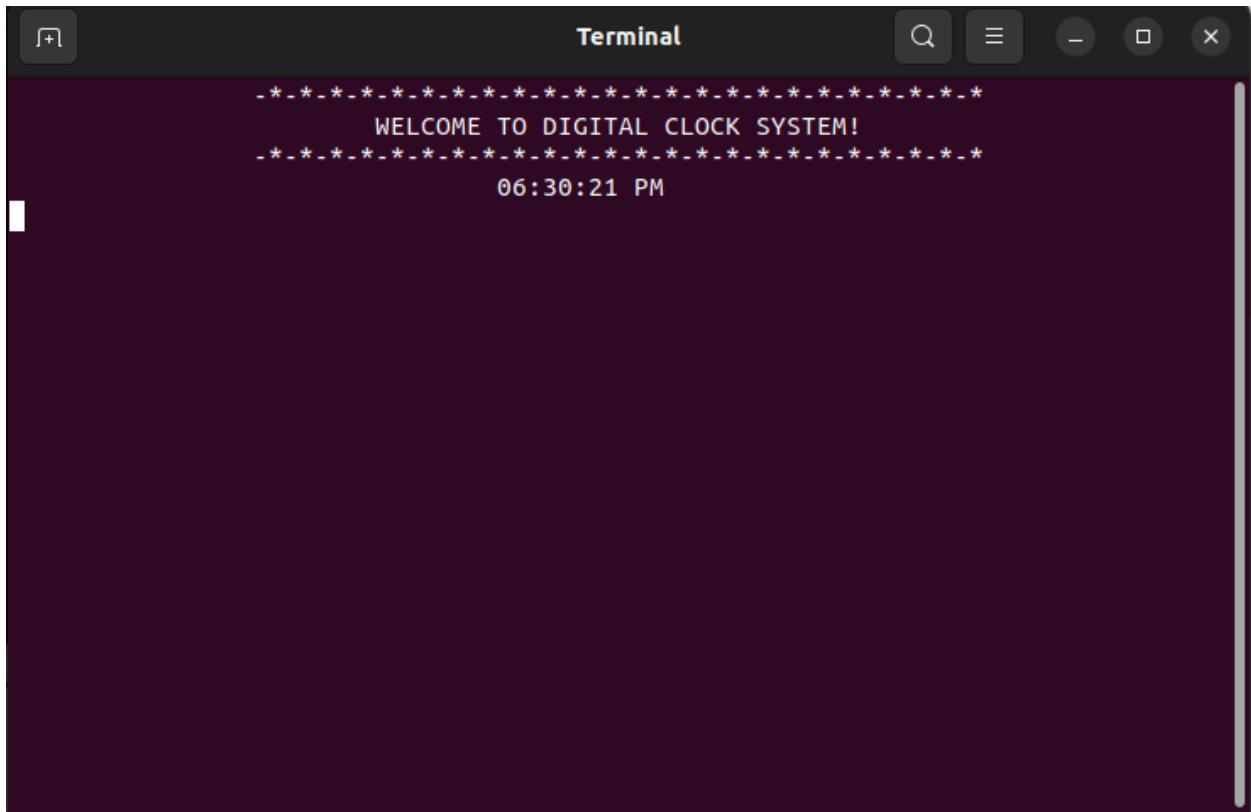
**_*_*_*_*_*_*_*_*_*_*_*_*

```
1. Calculator.
2. Tic Tac Toe.
3. Binary Search
4. Banking System
5. Guessing Game.
6. Message Box.
7. Create file.
8. Delete file.
9. Calendar.
10. Time.
11. Find Factorial.
13. length of string.
14. Find Prime.
15. Hangman.
12. Stop Watch.
16.Shutdown.
Enter choice16
SHUTTING DOWN
```

```
kamla@kamla-virtual-machine:~/final_os_folder$ g++ start.cpp -o start -lpthread
kamla@kamla-virtual-machine:~/final_os_folder$ ./start 2048 8 256
```

[illegible]

```
_ _ _ _ _  
WELCOME TO LOGIN PAGE!  
_ _ _ _ _  
Welcome! How do you want to Log In?  
Please Select from the following options:  
1. User.  
2. Kernal.  
Enter the number of selected option:
```



```

-.*-.*-.*-.*-.*-Total Ram is 2008*-*-*-*-*.*-.*-.*-.*-.*
-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*
MAIN MENU
-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*

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10. Time.
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13. length of string.
14. Find Prime.
15. Hangman.
12. Stop Watch.
16.Shutdown.
Enter choice█

```

```

-.*-.*-.*-.*-.*-Total Ram is 2008*-*-*-*-*.*-.*-.*-.*-.*
-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*
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14. Find Prime.
15. Hangman.
12. Stop Watch.
16.Shutdown.
Enter choice█

```

```

-.*-.*-.*-.*-.*-Total Ram is 2008*-*-*-*-*.*-.*-.*-.*-.*
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12. Stop Watch.
16.Shutdown.
Enter choice█

```

```

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12. Stop Watch.
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Enter choice█

```

- ```

-.*-.*-.*-.*-.*-Total Ram is 2008*-*-*-*-*.*-.*-.*-.*-.*
-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*-.*
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Enter choice█

```