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CSCE 410 P6

Design

I have not done any bonus, but to start I went through and copied over my functions from Thread.C, Scheduler.C, and Scheduler.H. After this I went through and copied over the read and write functions from SimpleDisk, but changed the wait function to the new wait function that I needed to implement, as they are the same function besides the waits. I then went through and wrote the wait functions, which were about the same, except we check if the disk is ready, if not, we simply add the thread to the disk queue, then yield from the system queue. This is about all that really needed to be changed, there were some small variables or functions which also had to be copied over just to allow BlockingDisk to run with the same function calls as SimpleDisk.