

## Tutorial 9 Brief Look at OS and Database

1. **[Process Management]** In the lecture, we discussed that OS is responsible for selecting a process to run on CPU. This is formally known as **process scheduling**. One way to make a good process scheduling decision is based on the **process behavior**. A process perform either:

- Input/Output (IO)-Activity: e.g. waiting for user input ( `scanf()` ), reading from a file ( `fgets()` ), printing information on screen ( `printf()` ), etc. OR
- CPU-Activity: e.g. performing heavy calculation.

(a) Discuss the behavior of the following processes:

- i. The “desktop” interface commonly seen in most modern OSes.
- ii. The “Sieve of Erathoses” on a HUGE array (say 500 million entries).

(b) On a system with an active user (e.g. you are coding actively on your laptop), discuss how should the OS prioritizes processes based on their behavior. As a guide, you should be thinking about, “if a process P is doing a lot I/O activity, then ...”. You can also use (a) as a guide.

2. **[File Management]** Let us write a simple C program simulate how the OS uses File Allocation Table (FAT) to find out the disk blocks used by a file.

You are given an input file which contains the entries of a FAT table. The first number in the file indicate the size S of the FAT, the subsequent S integers are the content of the FAT. For example, the “sample\_fat.txt” contains:

```
32      // The size of FAT is 32 entries
-1      // Entry [0], i.e. FAT[0] contains -1, -1 indicates the end of a "file"
13      // FAT[1] contain 13
6       // FAT[2] contains 6
24      // etc.
28
...
```

Write a program that:

- (a) Ask user for the input file name `FN`.
- (b) Reads from the file `FN` and initializes the FAT. You can assume that the largest FAT has 128 entries.
- (c) Repeatedly reads a single integer `X` from user, then:
  - i. Print the disk block number `D` at `FAT[X]`

- ii. Set  $X = D$ , then repeat step i, until  $D$  is -1

Below is a sample execution session (user input in bold):

```
File name: fat32.txt    //Sample input file is "fat32.txt"
FAT size is 32         //Show the size of FAT read from fat32.txt
    0[-1]              //Print the FAT entries after storing them.
    1[13]
    2[ 6]
    ...
    31[16]              //This is the start of step (c)

1 13                   //File at location 1 continues with block 13
5
5 15 30 20 21 23      8 0
<ctrl-d>               //to stop the program
```

You are free to design the program in any way. (If you are unsure where to start, take a look at the last page of this tutorial for some suggestions).

3. **[Database]** Given the following person table:

name	height	weight	age	IQ
Abigail	152.5	55	17	180
Trigun	175.4	85	25	135
Shelcard	195.0	120	55	120
Maurice	145.4	48	46	108
Liam	170.5	60	18	100

- Give the SQL statement to create the table above. You can make reasonable assumptions on the datatype of each column.
- Give the SQL statements to insert the 5 rows above.
- Give the SQL statements to find out the following information. Note that you are free to make reasonable assumptions.
  - Young Genius
  - Giant among us
  - The Joes (not tall, not bulky, not genius, i.e. average person)

As demonstrated in the lecture, you can use any online SQL platform to try out the SQL statements, e.g. <http://sqlfiddle.com/>

Hints / Suggestions for Question 2 (Don't look if you want to challenge yourself)

- The FAT is simply an integer array.
- Write the following functions as a start:
  - `int readFAT( FILE* input, int fat[])`
    - Read the FAT entries from input

- Output: the array fat[] contains the FAT entries read
- Return: the size of the fat[]

(b) `void printFAT( int fat[], int size)`

- Print the FAT entries in the form of "idx [content]"
- The size of the FAT array is given as size.

(c) `void printFileAt( int fat[], int start)`

- Print the disk blocks used by the "file" starting at block start

3. The main loop for step (c) can be achieved via:

```
while ( scanf("%d", &start) == 1) { ... }
```

This loop will read until the user press <ctrl-D> which sends an "EOF" signal to the program.