I was unable to get this OSP project completely working. I was able to implement the two expired and active arrays, and get these arrays to swap, but was unable to successfully schedule threads. I’m not sure if it is a lack of understanding, or merely a coding issue. My understanding of the problem is that the new implementation of the scheduler, which utilizes priority, replaces the use of the ReadyQ entirely. We run threads directly from the expired array, starting at highest priority, and when that array is empty, we swap the active and expired arrays. I was just unable to get this to work entirely in the code. In terms of data structures, I merely utilized two arrays, Expired and Active, each of size 10, with each index containing its own GenericList.

I was able to eventually understand OSP project 2, but I don’t believe I allocated enough time for myself to finish this project fully. Too many other things going on in life, between the wife, my job, and other classes. I hope to over spring break look at this project again and figure out what I did wrong, but I was unable to fully get this implemented.