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1) This is how I compiled and linked my program:
    ```
    make clean
    make
    ```

2) I created a uspsin.txt file to run my program against
    ```
    ./cpubound —minutes 1
    ./iobound —minutes 1
    ```

3) Then I tested my program with uspsin.txt:
    ```
    ./uspsv1 ——quantum=200 uspsin.txt
    ./uspsv2 ——quantum=200 uspsin.txt
    ./uspsv3 ——quantum=200 uspsin.txt
    ./uspsv4 ——quantum=200 uspsin.txt
    ```

4) Then I tested my program manually with commands such as:
    ```
    ls —l
    ps —a
    sleep 1
    cat uspsin.txt
    ```

5) Then I ran valgrind to ensure no memory leaks:
    ```
    valgrind ./uspsv1 ——quantum=200 uspsin.txt ——leak—check=yes
    valgrind ./uspsv2 ——quantum=200 uspsin.txt ——leak—check=yes
    valgrind ./uspsv3 ——quantum=200 uspsin.txt ——leak—check=yes
    valgrind ./uspsv4 ——quantum=200 uspsin.txt ——leak—check=yes
    ```