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### Design Document – P6

I moved pretty much all the functions from SimpleDisk to Blocking, and then I modified the wait\_until\_ready() function since this is what the difference is between the two classes. Since SimpleDisk waits until I/O is complete, this needed to be modified in BlockingDisk so that the thread gives up the CPU until the operation is complete. As suggested in a Piazza post, I just used the Scheduler instead of creating a new queue for this purpose. In wait\_until\_ready(), I called the Scheduler's resume function on the current thread, and I also called the yield() function to emulate the queuing up on the disk queue and then yielding the CPU.

I did not attempt any of the bonus points