UNDERSTANDING THE CODE

Local Computation function ----------> void BusyLoop(int count)
Termination function ----------> int shouldQuit(void)
Termination function ----------> void ToExit()
Thread tasks given in file executed -----> int task(struct node *current)
Mouse status monitoring thread ---------> void * monitor_mouse()
Aperiodic Thread Function ----------> void * aperiodic (void * arg)
Periodic Thread Function----------> void * periodic (void * arg)
Periodic task Linkedlist node ----------> struct node * NNodeFunc (char *metadata)
Periodic task Linkedilist creation -------> struct node * createLL(char (*fdata)[600])
Aperiodic task Linkedlist creation ------> struct node * create_aperiodicLL (char (*str)[600])
Main Body Function ----------> int main()

Main Function
Steps
1. Takes user input
2. Reads the first line of specification from the files using fgets
3. Setup thread related parameters
4. Start a loop for no of tasks, and create an Linkedlist of sequential tasks given in Specification and create the relevant thread for the aperiodic or periodic tasks.
5.Broadcast a signal for all threads to start.
6. Sleep main for task period
7. Start termination related functions.
8. Destroy all Mutex once all the processes have been completed.

Linked List Structure

```
struct node
{
        char command;
        int ano;
        struct node *next;
};
```

Command stored whether the task read from the specification is Computation, Mutex Lock or Unlock.
For eg.
P 20 1200 200 L3 30000 U3 500
is processed to create a linked list as follows where commands has 'C', 'P', 'A', 'L', 'U' characters and ano has relevant attribute no.
P1200->C200->L3->C30000->U3->C500

Similiarly aperiodic string is made into:
A 10 0 500
A0 -> C500
where 0/1 on third digit is Left or Right button click respectively and C500 means busy loop of 500 iterations.