Approach

I’m going to start with the Buffer Block class and implement it function by function. Then I’ll implement the LRU BufferPool class.

Buffer Pool

Most of the functions are normal set/ get functions.

I need to do a loop change setBlock char by char

Get Data I need to use a for loop to place the info from block into data using the for loop variables to orient the position.

LRU BufferPool

The constructor needs to read the file and place the characters in bufferblocks 0 to 4.

Get Bytes will give the information from the right block by searching for the info that grabbing it from the block. First it will check if the info is in the 5 blocks currently in the pool and if it isn’t on them it will grab them from the file putting the section into the pool then grabbing the info. Every time the info is grabbed the block from which it gets pulled gets placed to the front. This is done by shift a private function I added to LRU Bufferpool.

getLRUBufferBlockID takes the ID from the LRU by taking it from the last Block in the pool.

Print bufferblock Order just prints the buffer block Id’s in order using a for Loop.