# Process Monitor

| REVIEW |
|---|
| CODE REVIEW  5 |
| HISTORY |

▶ **CppND-System-Monitor/src/linux_parser.cpp**      2

▼ **CppND-System-Monitor/src/system.cpp**      1

```
1   #include <unistd.h>
2   #include <cstddef>
3   #include <set>
4   #include <string>
5   #include <vector>
6
7   #include "process.h"
8   #include "processor.h"
9   #include "system.h"
10
11  #include "linux_parser.h"
12
13  using std::set;
14  using std::size_t;
15  using std::string;
16  using std::vector;
17
18  // TODO: Return the system's CPU
19  Processor& System::Cpu() { return cpu_; }
20
21  // TODO: Return a container composed of the system's processes
22  vector<Process>& System::Processes() {
23      vector<int> PIDs = LinuxParser::Pids();
24      processes_.clear();
25
26      for(int pid : PIDs){
27          processes_.push_back(Process(pid));
28      }
29      //
30      std::sort(processes_.begin(), processes_.end());
31
```

▲

AWESOME

I liked the use of sort function here. I looks more professional on output part.

```
32     return processes_;
33 }
34
35 // TODO: Return the system's kernel identifier (string)
36 std::string System::Kernel() { return LinuxParser::Kernel(); }
37
38 // TODO: Return the system's memory utilization
39 float System::MemoryUtilization() { return LinuxParser::MemoryUtilization(); }
40
41 // TODO: Return the operating system name
42 std::string System::OperatingSystem() { return LinuxParser::OperatingSystem(); }
43
44 // TODO: Return the number of processes actively running on the system
45 int System::RunningProcesses() { return LinuxParser::RunningProcesses(); }
46
47 // TODO: Return the total number of processes on the system
48 int System::TotalProcesses() { return LinuxParser::TotalProcesses(); }
49
50 // TODO: Return the number of seconds since the system started running
51 long System::UpTime() { return LinuxParser::UpTime(); } //
```

▶ **CppND-System-Monitor/src/process.cpp**     1

▶ **CppND-System-Monitor/src/format.cpp**     1

▶ **CppND-System-Monitor/src/test07.cpp**

▶ **CppND-System-Monitor/src/test06.cpp**

▶ **CppND-System-Monitor/src/test05.cpp**

▶ **CppND-System-Monitor/src/test04.cpp**

▶ **CppND-System-Monitor/src/test03.cpp**

▶ **CppND-System-Monitor/src/test02.cpp**

▶ **CppND-System-Monitor/src/test01.cpp**

▶ **CppND-System-Monitor/src/test00.cpp**

▶ **CppND-System-Monitor/src/processor.cpp**

▶ **CppND-System-Monitor/src/ncurses_display.cpp**

▶ **CppND-System-Monitor/src/my_utility.h**

▶ **CppND-System-Monitor/src/my_utility.cpp**

▶ **CppND-System-Monitor/src/main.cpp**

▶ **CppND-System-Monitor/include/system.h**

▶ CppND-System-Monitor/include/processor.h

▶ CppND-System-Monitor/include/process.h

▶ CppND-System-Monitor/include/ncurses_display.h

▶ CppND-System-Monitor/include/linux_parser.h

▶ CppND-System-Monitor/include/format.h

▶ CppND-System-Monitor/README.md

▶ CppND-System-Monitor/Makefile

▶ CppND-System-Monitor/CMakeLists.txt

Learn the best practices for revising and resubmitting your project.

RETURN TO PATH