Operating system 2 Project - Cover sheet

| Project Title Dining Philosopher's proble | emGroup# |
|---|-----------------------|
| Discussion time : 11:40 AM | Instructor Ahmed Swar |

| ID | Name(Arabic) | Bounce | Minus | Total Grade | Comment |
|-----------|------------------------|--------|-------|----------------|---------|
| 202000847 | Mahmoud Ragab Ahmed | | | Grade | |
| 202000191 | Ehab Youssef Ibrahim | | | | |
| 202000655 | Caren Osama El Abd | | | | |
| 202000574 | Ali Mahmoud Hamza | | | | |
| 202000172 | Eyad Amin Ahmed | | | | |
| 202000850 | Mahmoud Shrief Metwaly | | | | |
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| Critrial | | Grade | Team Grade | Comment |
|----------------|--|----------------|------------|---------|
| Citatai | Solution pseudocode | 1 | Team Grade | Comment |
| Documentation | Examples of Deadlock | 1 | | + |
| | How did solve deadlock | 1 | | + |
| | Examples of starvation | 1 | | + |
| | | 1 | | + |
| | How did solve starvation | 1 | | |
| | Explanation for real world application and | <u> </u> | | |
| | how did apply the problem | _ | | |
| | Upload project files | 2 | | |
| GitHub | Submitted before discussion time (shared | 1 | | |
| | GitHub project link with TA and Dr) | | | |
| | Only one contribution | -1 | | |
| | Run correctly (correct output) | 5 | | |
| | Run but with incorrect output | -3 | | |
| | Not run at all (error and exceptions) | -8 | | |
| | Free from Deadlock | <mark>3</mark> | | |
| Implementation | Free from deadlock in some cases and not | -2 | | |
| | free in other cases | | | |
| | Free from Starvation | 2 | | |
| | Free from Starvation in some cases and not | -1 | | |
| | free in other cases | | | |
| | Apply problem to real world application | 6 | | |
| Total | Total grade for Team | 25 | | |
| | Total Team Grade(after adjustment) | 25 | | |
| Bounce | Multithreading GUI Based Java Swing | +5 | | |
| | Multithreading GUI Based Java | | | |
| | Swing(adjustment) | | | |
| | Multithreading GUI Based JavaFX | +10 | | |
| | Multithreading GUI Based | | | |
| | JavaFX(adjustment) | | | |
| | Bounce Graphic and animation | +5 | | |
| Total with | Total Team Grade | | | |
| Bounce | Total Team Grade(after adjustment) | | | |