

The first function that we implemented was `enqueue_task_other`. This function adds a task to the running queue. This is done by setting the time slice of the task, adding it to the queue, and then incrementing the number of tasks in the queue. The next function was `dequeue_task_other` which removed a task from the queue. It updates the running queue, removes the task from the queue, and decrements the number of tasks in the queue. Then we implemented `yield_task_other_rr` which is called when a task yields control of the CPU. After that, we implemented the `*pick_next_task_other_rr`, which selects the next task to run. It sets the next task to run to be the one at the front of the queue unless the queue is empty. It also sets a timer to maintain correct runtime statistics. The next function was `task_tick_other_rr`, which checks the quantum to see whether it should run a FCFS scheduler or a round robin scheduler. If the quantum is 0, then it runs FCFS. If not, it runs round robin until the time slice is 0. It also updates the runtime statistics. We also added code to make this other round robin scheduler valid. We modified `__sched_setscheduler` to allow for this new scheduler. We also defined the `setquantum` system call. This just takes in a quantum value that the time slice is set to. We also added the system call for `setquantum` to the list of system calls as call 338 in both the `syscall` table and the `unistd` table.

We tested the program using the `thread_runner` code provided with different quanta, threads, and allocations of memory. We started the testing with quantum 0 to make sure FCFS worked and that the quantum option was being accepted. We looked for the program to run and give output similar to the test included in the makefile. Then we moved on to different quanta with varying buffer sizes and numbers of threads. Our biggest problem is that for some reason it wouldn't accept `other_rr` as a valid scheduler option on one of our KVMs, but it worked fine on the other. We also had a small problem with the program hanging, but that was fixed when we realized the yield function wasn't correct. It also took us a while to realize that we needed to rebuild and re-install the kernel. All functions seem to work correctly.