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Threads

In this project I went through the pdf and planned how I wanted to accomplish the project. I started off by creating the ready queue as a generic list and added some constants for the thread statuses. After that I went through starting with do\_dispatch I went through the instructions and compiled to make sure that my do create was good. Next in the do\_kill method I realized that it would be beneficial to add my own method for a context\_switch that would change the current running thread to another status to free up the cpu and not do this multiple times in do\_kill and do\_suspend. After that I just followed the instructions until I completed the project and compiled after writing each method. I did this to ensure that each new part I wrote was correct. When I ran my code I encountered the problem of a null pointer addressed in the pdf and was able to fix the problem. I ran into the problem because I had getHead() instead of removeHead() so no threads were being removed from the ready queue. After I had fixed that problem the rest of my code seemed to run like the example. Next problem I had was in the do\_suspend with the thread statuses and I fixed this problem by realizing I forgot to use else if so the program cascaded a thread running to the status of thread waiting+1. Following that my code functioned fine without errors or warnings from simulator after multiple tries.