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Team 06

Lab Writeup #2

Files Changed
- defs.h
  - Added function setPriority() and its parameter int priority
  - Added function getPriority() to return a process's priority value
- lab2_test.c
  - New file for testing changes
- Makefile
  - Added _lab2_test\ to make file for the given test file
  - Modified cpu number to 1
- proc.c
  - Modified allocproc(void) to set initial priority as 10
  - Implemented a new function called setPriority with parameter int priority which will be called in lab2 tests. This function will set the process with the imputed priority value.
  - Modified function scheduler() which searches the highest priority and runs that process first. After running the process with highest priority, lower its priority by increasing the priority value.
- proc.h
  - Added a int priority value inside the process struct
- syscall.c
  - Defined setPriority() to system call and added in to the system call array
  - Defined getPriority() to system call and added in to the system call array
- syscall.h
  - Defined setPriority() and added an additional call "#define SYS_setPriority 22"
  - Defined getPriority() and added an additional call "#define SYS_getPriority 23"
- sysproc.c
  - Added system call for setPriority function by adding "argint(0, &priority);" to check for validity, instantiated a priority variable, and added argument for setPriority call
  - Added system call for getPriority function to return the output
- usys.S
  - Added SYSCALL(setPriority) as the bottom of the file
  - Added SYSCALL(getPriority) as the bottom of the file