CS475: Lab 7 Code Review

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# Questions to answer:

1. Who did you work with?
   1. Reviewed code for group with Spencer, Jonathan, Trenten, Finn
2. How is time defined?
   1. Timeout counter that loops whenever process times out
3. What kinds of things can happen at each “moment”?
   1. Counter decrements
   2. Cpu\_burst/io\_burst vectors change
   3. Processes move between queues
4. What happens when the parameters of the simulation changes? Do the results make sense?
   1. Couldn’t grab results but could predict timeout, arrival time, and other parameters
5. Were there any bugs or issues that you fixed?
   1. NO BUGS
   2. Need tracking for information
   3. Thinking out algorithms
6. Explain how each data structure is used.
   1. Vectors for IO\_burst, cpu\_burst, program counter, data\_file vector
   2. Queues: data\_file, wait, ready,
   3. Data file class object for each cpu
      1. States: waiting, done, running
7. What alternative data structures were considered? Why were they not chosen?
   1. Thought about swapping queues as vectors and vectors for queues
8. What alternative data structures would you have also considered?
   1. Priority queues for an algorithm that makes use of process priorities
9. Is memory managed correctly (e.g. are pointers correctly deallocated)?
   1. Yes, didn’t allocate anything that needs deletion
10. Are exceptions handled correctly?
    1. Yes, e.g. if random numbers were zeros they were not included in vector list of cpu data
11. Extras:
    1. Only implemented FCFS
    2. Generated file that has cpu data in it that was used in the simulation; each line represented a process