Project 2 Design Document

**1 Design**

The point of this programming assignment is to implement a lottery scheduling system that chooses processes, based on if that process has the lucky number. Once that process is done the lottery system repeats until all processes are allocated.

**schedule.c**

Created a function run\_lottery() which runs the implemented lottery system.

**config.h**

**4/24/14 #define NR\_SCHED\_QUEUES 16** changed 16 to 19.

**#define MAX\_USER\_Q 0** changed 0 to 16

**schedproc.h**

Added a global variable ticketNum, which is initiziled when the process sets a random value to it.