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|  | Process | Kernal | Disk Process | Time | Mother process |
| Variables | Int operationTime  char operation  char data  int time  Vector<Process> processes  Bool blocked = false | //singleton  Vector<Process> processes  DiskProcess diskprocess | Vector<char\*> v(10)  Size = 10;  Check before add to char that is 64 char  Int addTime = 3  Int deleteTime = 1  Int time | Singleton  float time | It’s a class so  Disk process  Kernel process  Process inherit from it  Int time |
| Functions | String up()//should be virtual  String down() | Void Log()  String up(string key,string data)  String down(string key,string data)  Bool running() | String up(string type,string id)  String down() |  | Virtual up(string key,string data) = 0;  Virtual down(string key,string data) = 0; |
|  |  |  |  |  |  |
| questions | If the process is unable to accomplish  Then should the time of the operation take all the time required  - the state you send back to the process when you up to the kernel add/delete  If it’s successful  Should the return be immediately or after the time disk take to add/delete | Increment all the processes by sigusr2  Does it include the kernel  - when you check every time a process send with add/ delete the disk size space do we will increment time of add 3sec and delete 1 sec |  |  |  |