Operating system 2 Project – Cover sheet

Project Title: **Dining Philosophers Problem**

Group#…………………………………………….

Discussion time :- **9:30 AM** Instructor: **Ahmed Swar**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ID | Name(Arabic) | Bounce | Minus | Total Grade | Comment |
| 202000101 | ادهم علي الدين عاصم |  |  |  |  |
| 202000352 | زياد خالد عبدالفتاح |  |  |  |  |
| 202000513 | عبدالرحمن خالد محمد |  |  |  |  |
| 202000679 | كيرلس رفيق راتب |  |  |  |  |
| 202001079 | يوسف اميل حبشي |  |  |  |  |
| 202001088 | يوسف رامي شوقي |  |  |  |  |
| 202001091 | يوسف صلاح امين |  |  |  |  |
|  |  |  |  |  |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Critrial |  | | | | | Grade | | Team Grade | Comment |
| Documentation | Solution pseudocode | | | | | 1 | |  |  |
| Examples of Deadlock | | | | | 1 | |  |  |
| How did solve deadlock | | | | | 1 | |  |  |
| Examples of starvation | | | | | 1 | |  |  |
| How did solve starvation | | | | | 1 | |  |  |
|  | Explanation for real world application and how did apply the problem | | | | | 1 | |  |  |
| GitHub | Upload project files | | | | | 2 | |  |  |
| Submitted before discussion time (shared GitHub project link with TA and Dr) | | | | | 1 | |  |  |
| Only one contribution | | | | | -1 | |  |  |
| Implementation | Run correctly (correct output) | | | | | 5 | |  |  |
| Run but with incorrect output | | | | | -3 | |  |  |
| Not run at all (error and exceptions) | | | | | -8 | |  |  |
| Free from Deadlock | | | | | 3 | |  |  |
| Free from deadlock in some cases and not free in other cases | | | | | -2 | |  |  |
| Free from Starvation | | | | | 2 | |  |  |
| Free from Starvation in some cases and not free in other cases | | | | | -1 | |  |  |
| Apply problem to real world application | | | | | 6 | |  |  |
| Total |  | Total grade for Team | |  | | 25 |  |  |  |
|  | Total Team Grade(after adjustment) | | |  | 25 |  |  |  |
| Bounce | Multithreading GUI Based Java Swing | | | | | +5 | |  |  |
| Multithreading GUI Based Java Swing(adjustment) | | | | |  |  |
| Multithreading GUI Based JavaFX | | | | | +10 | |  |  |
| Multithreading GUI Based JavaFX(adjustment) | | | | |  |  |
| Bounce Graphic and animation | | | | | +5 | |  |  |
| Total with Bounce |  | Total Team Grade |  | | |  | | |  |
|  | Total Team Grade(after adjustment) | | |  |  | | |  |