Kunal Mukherjee

Km411@evansville.edu

Kunal Mukherjee  
EE 356  
Project 3  
10/1/2019

My program is a simulation of an hourglass. My application has certain extra feature: sand size can be changed, sand speed can be changed, a forever loop is added, a thread based timer is added, sand can be reset, the sand changes color when it passed the bottle neck, and it is done using class. The application has the minimum requirement, that it follows WPF and the slot calculation is done separately in a thread. The critical section is made sure to be accessed by a single thread at a time by the use of mutex locks as we don’t want the critical section to change itself by two different threads.

