Programming Assignment 3 – Approach

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CSIS 215-B01

My approach to this assignment is to begin by creating the BufferBlock class, then proceeding to construct the LRUBufferPool class. This is because LRUBufferPool will require the BufferBlock to be built first. I also expect that building the BufferBlock will prove to be a bit easier than LRUBufferPool, so that’s an added benefit.

To begin building BufferBlock, I’ll need to inherit from the BufferBlockADT that is provided. It will need to incorporate the “getters” and “setters” from the ADT. This is the primary purpose of the BufferBlock. I expect the most difficult aspect of this to be actually getting the data from within a specific block, but even this I expect will be fairly trivial by using a simple loop.

Moving to the LRUBufferPool, I’ll need to inherit from the BufferPoolADT that is provided. The primary function of this class is to use the LRU strategy to manage the buffers provided. I plan to accomplish this by getting the file which needs to be buffered, reading the file, instantiating the poolSize buffer blocks, and filling the blocks in succession. This should fill the buffer pool blocks with the beginning contents of the file.

*Please Note ~*

*The executable file for this program can be found in the zip file at:*

***Luke\_Orth\_Bag\_Assignment / Debug / Luke\_Orth\_LRU\_Buffer\_Pool\_Assignment.exe***