Module: Dispatcher

Uses: ALL SCREENS

Extends:

INTERFACE:

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| Field Name | Type | Meaning |
| readyQ | ReadyQueue | represents the ReadyQueue Process |
| cpu | CPU | represents the CPU process |
| processSelected | Process | the selectedProcess |

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| Method Name | Input | Output | Description | State Transitions | Dependencies |
| Dispatcher | ReadyQueue readyQ, CPU cpu | Dispatcher | Constructor | this.readyQ=readyQ  this.cpu=cpu |  |
| run | void | void | The dispatcher class tries to select things from the readyQ process and then attempts to pass them into the CPU.  The dispatcher process waits until the cpu thread finishes executing before trying to select again.  The dispatcher generates a message each time processSelected changes. | processSelected=readyQ.select() | this.select()  join() |

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| Method Name | Input | Output | Description | State Transitions | Dependencies |
| select | void | void | take a Process from the readyQueue  Generate a message indicating a Process was selected | processSelected=readyQ.select() |  |
| generateMessage() |  | none | Generates a message of the form  "Process # loaded into CPU) |  |  |
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