Module: GrimReaper

Uses: ALL SCREENS

Extends:

INTERFACE:

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| --- | --- | --- |
| Field Name | Type | Meaning |
| currentThread | Process | Current thread to have its fate decided |
| readyQ | ReadyQueue |  |
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| Method Name | Input | Output | Description | State Transitions | Dependencies |
| GrimReaper | (ReadyQueue readyQ) | GrimReaper | Constructor | this.readyQ=readyQ  currentThread=null; |  |
| checkTime(Process) |  |  |  | currentThread=Process  judge(); |  |
| give(Process p) |  |  |  | currentThread=p |  |
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| Method Name | Input | Output | Description | State Transitions | Dependencies |
|  |  |  |  |  |  |
| judge() |  |  |  | int timeLeft=currentThread.getExecutionTime()  if(timeLeft>0){  backInQueue(currentThread)  else{  dequeue();  currentThread=null;  } |  |
| OVERLOADED  generateMessage(id,x)  generateMessage(id) | int id  int x  x represents how many seconds a process with id number id has executed  id represents a processID | none | Generates a message of the form either  "Process id finished executing"  "Process id recycled into ready queue with x seconds remaining" |  | Generates a message and prints it  Integer.toString |
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