Module: Process

Extends: Thread

INTERFACE:

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| Field Name | Type | Meaning |
| executionTime | long | represents how many clock cycles of work it has left |
| id | int | Represents the id number of the Process |

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| Method Name | Input | Output | Description | State Transitions | Dependencies |
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| @Override  run() | void | void | Waits until the execution time has passed or until notified/ |  | wait(integer long) |
| Process | int ID | Process | Constructor  Generates a random number for executionTime and returns the ProcessObject | id=ID  executionTime=Random.nextLong | java.util.Random |
| updateTime(int Long l) | A long integer representing how long the Process ran for (CPU maxRunTime) | integer Long  how long the thread ran |  | int newTime=executionTime-l  int r = executionTime;  if (newTime>0){  executionTime=newTime;  return newTime  }  else{  executionTime=0;  return r;  } |  |
| checkTime() | void | integer Long  returns the executionTime |  |  |  |

IMPLEMENTATION

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| Field Name | Type | Meaning |
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| Method Name | Input | Output | State Transitions | Dependencies |
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