```java
public class Job
{
//      p[1]: job number p[2]: job priority
//      p[3]: job size (in kb) p[4]: maximum CPU time
//      p[5]: current time
        // This will model after job given by sos in Crint
    int idNum;      // The job's id number
    int size;           // Size of job in Memory-to-Drum
    int maxCPUTime; // Maximum time to run in CPU- terminate after
    int address;        // The address of the job if in memory
    int currentCPUTime; // Time ran in CPU
    int pendingIO;      // Number of I/O requests pending
    int direction;  // 0 = Drum-to-Memory, 1 = Memory-to-Drum, -1 = No Swap
    boolean inMemory;   // True is job is in memory
    boolean terminated; // True if job has terminated
    int priorityTime;   // Amount of time job has been in memory
    boolean latched;    // doing IO
    boolean ready;      // Job is in CPU ready queue
    boolean blocked;    // Job is blocked /(waiting for I/O)
    boolean swapped;    // Job has been swapped out of memory at least once
    boolean inSwapQueue;// Job is waiting to be swapped /(in or out)
    boolean inDrum; // Currently swapping into/out of memory

    /**
     * CONSTRUCTOR
     */
    Job (int[] p)
    {
        // From sos
        idNum = p[1];
        size = p[3];
        maxCPUTime = p[4];
        priorityTime = p[5];
        // Job defaults
        address = -1;
        currentCPUTime = 0;
        inMemory = false;
        pendingIO   = 0;
        direction   = -1;
        terminated  = false;
        latched = false;
        ready = false;
        blocked = false;
        swapped = false;
        inSwapQueue = false;
        inDrum = false;

    }
}
```