**Who Did What**

Group 16

**R1:**

**Mubarak Alzaid**

* commhand()
* Programmer’s manual
  + *Contributed to Polling*

**Nezar Alsarraf**

* getdate()
* setdate()
* User’s manual
  + *Helped in commhand()*
  + *Contributed to Polling*

**Aqeel Bahman**

* Get\_Time()
* Set\_Time()
  + *Helped in commhand()*
  + *Contributed to Polling*

**Assel Alabadi**

* version()
* help()
* shutdown
  + *Helped in commhand()*
  + *Contributed to Polling*

**R2:**

**Mubarak Alzaid**

* PCB struct
* findPCB()
* itoa() and relevant helper function(s)
* Programmer’s manual
  + *Updated commhand (suspend, resume, show)*
  + *Edited and updated insertPCB and removePCB*

**Nezar Alsarraf**

* allocatePCB()
* setupPCB()
* User’s manual
  + *Updated commhand (show all, show ready, show blocked)*

**Aqeel Bahman**

* insertPCB()
* removePCB()
  + *updated commhand (create, delete)*

**Assel Alabadi**

* Queue struct
* freePCB()
  + *updated commhand (block, unblock, priority)*

**R3/R4:**

**Mubarak Alzaid**

* sys\_call\_isr
* Context struct
* Programmer’s manual
  + Edited/reworked alarm functionality

**Nezar Alsarraf**

* yield command
* Edited setupPCB() to accommodate size of context
* User’s manual
* Implementation of the interrupt handler (kmain.c and interrupts.c)

**Aqeel Bahman**

* Sys\_call()
* Alarm functionality/command
  + Alarm creation and alarm checking functions + time calculation helper function

**Assel Alabadi**

* Loadr3 command
* Loadr\_pcb() (loads functions as processes)
* Infinite command/process

**R5:**

**Mubarak Alzaid**

* Init\_heap()
* allocateMemory()

**Nezar Alsarraf**

* isEmpty()
* showList()
  + show free command
  + show allocated command

**Aqeel Bahman**

* freeMemory()

**Assel Alabadi**

* CMCB struct
* LMCB struct
* List struct

**R6:**

**Mubarak Alzaid**

* Changes to sys\_call()
* IOscheduler()
  + Helper function loadIOCB()
* Com\_open()
* *Debugging*

**Nezar Alsarraf**

* IOCB struct
* Com\_write()

**Aqeel Bahman**

* Interrupt handler (reading)
* Com\_read()

**Assel Alabadi**

* DCB strcut
* Interrupt handler (writing)
* Com\_close()