

## Classes

### 1. PageTable

- Attributes
  - entries: an array of tuples. The index of the array corresponds to page number. The value is a tuple, representing (frame number, loaded bit)
    - Has fixed size of 256 according to spec
- Methods (self-explanatory)
  - idx()
  - update\_entry()

### 2. TLB

- Attributes
  - entries: an array of tuples representing (page number, frame number)
    - Has fixed size of 16 according to spec
  - fifoQueue: a fifo queue to keep track of elements put in and taken out of entries in fifo order
- Methods (self-explanatory)
  - idx()
  - add\_entry()
  - remove\_entry()

### 3. PhysicalMemory

- Attributes
  - frames: array of tuples (content, pageNumber)
  - numFrames
  - pageOrderQueue (used in FIFO PRA; load\_page\_fifo())
  - lruCache (used in LRU PRA; load\_page\_lru())
- Important methods (includes PRU methods)
  - find\_free()
  - load\_page\_fifo()
  - load\_page\_lru()
  - load\_page\_opt()
  - record\_access()
    - Relevant for LRU

### 4. BackingStore

- Attributes
  - filePath: string with relative path to file
  - data: the data read in from the file
- Methods (self-explanatory)
  - load()
  - get\_page()

### ***Main program flow***

- Parse inputs
- Read in reference sequence
- Init MMU structures (Classes above)
- For each reference in the sequence
  - Check TLB
  - Check page table
  - Load page if necessary (also use a PRA if necessary)
  - Print required info

### ***Some helper functions***

1. `get_reference_seq()`
  - Reads and returns array from input file assumed to have list of addresses
2. `split_virtual()`
  - Splits the virtual address into a page number and frame offset. Works assuming the first 8 bits are the page number and the final 8 bits are the frame offset (according to spec)
3. `format_byte_arr()`
  - Formats the data of a page to be printed as expected