

Names and Unity IDs:

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List of files changed:

BasicBufferMgr.java
Buffer.java
BufferMgr.java
LogIterator.java
LogMgr.java
Startup.java
SetIntRecord.java
SetStringRecord.java

New file added:

LogRecordForwardIterator.java

Testing

The following steps can be used to test Part A of the project:

- Create a set of 8 buffers and blocks.
- Pin the blocks to the buffers.
- Unpin 2 blocks. (In the order 2 followed by 1)
- Call test_buff () – This function returns the number of the buffer returned by the chooseUnpinnedBuffer () method. (Should return 1 and NOT 2 even though 2 was unpinned before 1).

The following steps can be used to test Part B of the project:

- Initialize a new database.
- To check backward iteration, run the iterator with LogRecordIterator and LogIterator classes.
- To check forward iteration, run the iterator with LogFwdRecordIterator and LogIterator classes.