Project 1

Draft Due: 6/29/15

CSE 150- Operating Systems

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1. Implement KThread.join(), lecture2 slide 12. A KThread can be used to execute Nachos kernel code. Kthread.join() is a function that checks the current thread to see if it is completed. If the current thread is finished, Kthread does nothing. Else, it will interrupt the current thread (parent), and put the parent on the ready queue. Kthread must not be the current thread.

public void join() {

Lib.debug(dbgThread, "Joining to thread: " + toString());

Lib.assertTrue(this != currentThread);

}

1. Implement condition variables directly, without semaphores. This is to be done in Condition2. This function disables interrupts for synchronization.
2. Complete the implementation of the Alarm class by the waitUntil(long x). This method puts the current thread to sleep for x ticks, and wakes it in the timer interrupt handler.
3. Implement synchronous send and receive of one word messages, using **condition variables**. Implement the Communicator class with operations:void speak (int word) and int listen().
4. Implement priority scheduling in Nachos by completing PriorityScheduler class. It is necessary to change nachos.conf that specifies the scheduler class to use.
5. The boat problem. Many people are stuck on the island of Oahu (at least two children), and need to go to the island Molokai on a single boat. This boat can only hold up to two children, or one adult. Example 3 people waiting:
6. Two children row to Molokai
7. One child rows back to Oahu
8. One adult rows to Molokai
9. The child that was left rows back to Oahu
10. Both children go to Molokai (done)

Now we can see there needs to be a loop where if an adult crosses, there must be a child waiting at Molokai to bring the boat back.