

**Four of a Kind**  
**Programmer's Manual**  
**October 2021**



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## commandhandler.c

**Syntax:** `void commandhandler()`

**Description:** Interprets commands entered by the user and calls the corresponding function

**Parameters:** none

**Syntax:** `void help()`

**Description:** Displays the list of available commands and what they do

**Parameters:** none

**Syntax:** `void shutdown()`

**Description:** Sends shutdown signal to the machine

**Parameters:** none

**Syntax:** `void version()`

**Description:** Displays the current version and last updated date

**Parameters:** none

**Syntax:** `void error()`

**Description:** Prints error message when invalid command is entered

**Parameters:** none

**Syntax:** `int getDate()`

**Description:** Retrieves the current date of the operating system

**Parameters:** none

**Syntax:** `void SetDate(int year, int month, int day)`

**Description:** Sets the date of the operating system

**Parameters:** **Year** - the year entered by the user

**Month** - the month entered by the user

**Day** - the day entered by the user

**Syntax:** `void setYear(int year)`

**Description:** Sets the current year of the operating system

**Parameters:** **Year** - the year entered by the user

**Syntax:** `int getYear()`

**Description:** Gets the current year of the operating system

**Parameters:** none

**Syntax:** `void setMonth(int month)`

**Description:** Sets the current month of the operating system

**Parameters:** **Month** - the month entered by the user

**Syntax:** `int getMonth()`

**Description:** Gets the current month of the operating system

**Parameters:** none

**Syntax:** `void setDay(int day)`

**Description:** Sets the current day of the operating system

**Parameters:** **Day** - the day entered by the user

**Syntax:** `int getDay()`

**Description:** Gets the current day of the operating system

**Parameters:** none

**Syntax:** `void setTime(int hours, int minutes, int seconds)`

**Description:** Sets the time of the operating system

**Parameters:** **Hours** - the hour entered by the user

**Minutes** - the minutes entered by the user

**Seconds** - the seconds entered by the user

**Syntax:** `int getTime()`

**Description:** Retrieves the current time of the operating system

**Parameters:** none

**Syntax:** `int getHours()`

**Description:** Retrieves the current hour of the operating system

**Parameters:** none

**Syntax:** `void setHours(int hours)`

**Description:** Sets the current hour of the operating system

**Parameters:** **Hours** - the hour entered by the user

**Syntax:** `int getMins()`

**Description:** Gets the current minute of the operating system

**Parameters:** none

**Syntax:** `void setMin(int min)`

**Description:** Sets the current minute of the operating system

**Parameters:** **Min** - the minute entered by the user

**Syntax:** `int getSeconds()`

**Description:** Gets the current second of the operating system

**Parameters:** none

**Syntax:** `void setSec(int seconds)`

**Description:** sets the current seconds of the operating system

**Parameters:** `Seconds` - the seconds entered by the user

**Syntax:** `char *itoa(int num, char buffer[])`

**Description:** Binary coded digit converter. Converts the time to the BCD format

**Parameters:** `Num` - the integer that will be converted to char

`Buffer` - the char array that will hold the converted character

**Syntax:** `void reverse(char buffer[])`

**Description:** Reverses a character array

**Parameters:** `Buffer` - the character array that will be reversed

**Syntax:** `void clear()`

**Description:** Clears the terminal screen

**Parameters:** none

**Syntax:** `void menu()`

**Description:** Prompts the user with a menu of actions they can perform

**Parameters:** none

**Syntax:** `int PCB_exit()`

**Description:** Asks and allows the user to exit from creating PCB commands

**Parameters:** none

**Syntax:** `void PCB_menu()`

**Description:** Prompts the user with a menu of actions they can perform

**Parameters:** none

## serial.c

**Syntax:** `int *polling(char *buffer, int *count)`

**Description:** Calls on the helper function when a letter is found in the register

**Parameters:** `*Buffer` - the current user input

`*Count` - keeps track of where the cursor is

## polling\_helper.c

**Syntax:** `int special_keys(char *buffer, int *count, char letter, int* sizePtr, int *cursorPtr)`

**Description:** Deals with special keys entered, like arrow keys

**Parameters:** `*Buffer` - user input from terminal

`*Count` - how full the buffer is

`Letter` - the letter entered in the terminal

`*SizePtr` - pointer to the size of the buffer

`*CursorPtr` - where the cursor is in the buffer

**Syntax:** `void backspace(char *buffer, int *count, int* sizePtr, int *cursorPtr)`

**Description:** Enables user to delete in the terminal

**Parameters:** `*Buffer` - user input from terminal

`*Count` - how full the buffer is

`*SizePtr` - pointer to the size of the buffer

\*CursorPtr - where the cursor is in the buffer

## pcb\_internal.c

**Syntax:** int freePCB(pcb \*toBeFreed)

**Description:** Deals with freeing up space for the process

**Parameters:** \*toBeFreed - which pcb to free

**Syntax:** pcb\* findPCB (char \*name)

**Description:** Finds a certain pcb with the name entered

**Parameters:** \*name - user input from terminal on which pcb it is

**Syntax:** pcb\* allocatePCB()

**Description:** Allocates memory for this function

**Parameters:** None

**Syntax:** setupPCB(char \*name, int class, int priority)

**Description:** Enables user to setup and initialize a pcb

**Parameters:** \*name - user input from terminal

int class - class number

Int priority- the priority of the process

**Syntax:** void insertPCB(pcb \*process)

**Description:** takes in a process and inserts it into a queue based on priority

**Parameters:** \*process - user input

**Syntax:** int removePCB (pcb \*process)

**Description:** Removes the pcb with the name entered

**Parameters:** \*name - user input from terminal on which pcb it is



## pcb\_commands.c

**Syntax:** `int createPCB(char *name, int class, int priority)`

**Description:** Deals with creating a new PCB

**Parameters:** `*name` - user input from terminal

`int class` - class number

`int priority` - the priority of the process

**Syntax:** `int deletePCB (char *name)`

**Description:** Finds a certain pcb with the name entered and deletes it

**Parameters:** `*name` - has to be a valid name of an already created pcb

**Syntax** `int blockPCB (char *name)`

**Description:** Takes the pcb and puts it in the blocked queue

**Parameters:** `*name` - has to be a valid name of an already created pcb

**Syntax** `int unblockPCB (char *name)`

**Description:** Takes the pcb and puts it in the ready queue

**Parameters:** `*name` - has to be a valid name of an already created pcb

**Syntax:****Syntax:** `void insertPCB(pcb *process)`

**Description:** takes in a process and inserts it into a queue based on priority

**Parameters:** `*process` - user input

**Syntax:** `int suspendPCB (pcb *process)`

**Description:** Puts the pcb with the name entered in the suspended state

**Parameters:** `*name` - user input from terminal on which pcb it is

**Syntax:** `int resumePCB (pcb *process)`

**Description:** Takes the pcb with the name entered out of the suspended state

**Parameters:** \*name - user input from terminal on which pcb it is

**Syntax:** int suspendPCB (pcb \*process)

**Description:** Puts the pcb with the name entered in the suspended state

**Parameters:** \*name - user input from terminal on which pcb it is

**Syntax:** int setPriority(char \*name, int priority)

**Description:** Deals with setting a priority for a PCB

**Parameters:** \*name - user input from terminal

Int priority- the priority of the process

**Syntax:** int showPCB(char\* name)

**Description:** shows the information and details of the specified pcb

**Parameters:** \*name - user input from terminal on which pcb it is

**Syntax:** void showReady ()

**Description:** shows all the PCBs in the ready state

**Parameters:** None

**Syntax:** void showBlocked ()

**Description:** shows all the PCBs in the blocked state

**Parameters:** None

**Syntax:** void showSuspendedReady ()

**Description:** shows all the PCBs in the Suspended ready state

**Parameters:** None

**Syntax:** void showSuspendedBlocked ()

**Description:** shows all the PCBs in the Suspended blocked state

**Parameters:** None

**Syntax:** `void showAll()`

**Description:** shows all the PCBs created in every state

**Parameters:** None

**Syntax:** `int error_name_check(char* name)`

**Description:** checks to see if the name entered is valid

**Parameters:** `*name` - user input from terminal on which pcb it is

**Syntax:** `void printPCB (pcb *process)`

**Description:** Will print all the information of the pcb

**Parameters:** `*name` - user input from terminal on which pcb it is

**Syntax:** `void loadr3()`

**Description:** This function will load all R3 processes into memory in a suspended ready

**Parameters:** None

**Syntax:** `void yield()`

**Description:** It will cause the commhand to yield to other processes

**Parameters:** None

## alarm.c

**Syntax:** `void initAlarm()`

**Description:** Initializes the alarm

**Parameters:** none

**Syntax:** `void setAlarm(char *msg, int *hours, int* minutes)`

**Description:** Takes user input to create an alarm

**Parameters:** \*msg - user input from terminal on what the alarm will say

\*hours - what hour of the time for the alarm to go off

\*minutes - what minute of the time for the alarm to go off

**Syntax:** void checkAlarm()

**Description:** checks to see if there is any alarm

**Parameters:** none

**Syntax:** void deleteAlarm(int id)

**Description:** deletes the alarm

**Parameters:** \*id - the id of the alarm to delete

## R3 functions

**sys\_call\_isr()-** This will push all the general purpose register to the stack and return from interrupt

**sys\_call()-** This declares a PCB as a global variable and checks to see if sys call has been called before. If sys\_call has not been called, save a reference to old (the caller's) context in a global variable. Otherwise, return the context