

\$ ztime1

Test1: With only 1 proc in ready queue when child exited
56729 freepages in system before forked
56661 freepages in system after forked
child 4 became zombie at 235 ticks
zombie 4 got reaped at 235 ticks
56729 freepages in system after exited

Test2: With 10 procs in ready queue when child exited
child 5 became zombie at 444 ticks
zombie 5 got reaped at 444 ticks

Test2: With 20 procs in ready queue when child exited
child 16 became zombie at 793 ticks
zombie 16 got reaped at 793 ticks

Test2: With 30 procs in ready queue when child exited
child 27 became zombie at 1192 ticks
zombie 27 got reaped at 1192 ticks

Test2: With 40 procs in ready queue when child exited
child 38 became zombie at 1653 ticks
zombie 38 got reaped at 1653 ticks

Test2: With 50 procs in ready queue when child exited
child 49 became zombie at 2201 ticks
zombie 49 got reaped at 2201 ticks

Test2: With 60 procs in ready queue when child exited
child 60 became zombie at 2773 ticks
zombie 60 got reaped at 2773 ticks

Test2: With 70 procs in ready queue when child exited
child 71 became zombie at 3454 ticks
zombie 71 got reaped at 3454 ticks

Test2: With 80 procs in ready queue when child exited
child 82 became zombie at 4167 ticks
zombie 82 got reaped at 4167 ticks

Test2: With 90 procs in ready queue when child exited
child 93 became zombie at 5058 ticks
zombie 93 got reaped at 5058 ticks

Test2: With 100 procs in ready queue when child exited
child 104 became zombie at 5974 ticks
zombie 104 got reaped at 5974 ticks

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