Objective 4 Directions

Objective 4 Overview

In this objective you will develop functions that simulate some functions of the CPU and I/O operations.

Important data types and files

CPU – This data type (struct cpu_type) is defined in osdefs.h. This data structure is used to maintain the state of the simulated CPU. The active process is stored in struct pcb_type* actvpcb. There is also a queue of processes stored in struct pcb_list *ready and struct pcb_list *tail points to the tail of this queue.

Devices – The device_type type defined in osdefs.h contains similar structures to the CPU in that the current I/O Request Block is stored in struct *rb_type currb and the queue of these items is held in struct rb_list *head, *tail.

Functions

The functions are described in the comments surrounding obj4.c.