

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`.