COSC 4740
Program 2

Due date: February 19, 2016
Worth 100 points

The goal of this assignment is to implement a subset of the process management component of an operating system, in particular, the process state transitions, process scheduling, and context switching. In addition, we will also learn the usage of `fork`, `exec`, `wait`, `pipe`, and `sleep` system calls in Unix. Read the man pages of these system calls for details.

Your program should consist of three Unix processes: commander, process manager, and reporter. The commander process spawns the process manager, and the process manager spawns a reporter process when needed. The commander process reads commands from the standard input and passes them to the process manager. The process manager maintains a PCB table and implements three process management functions: process state transitions, process scheduling, and context switching. In addition, it spawns a reporter process whenever it needs to print out the state of the system. The reporter process simply prints the current state of the system and terminates.

The state of each process managed by the process management component includes an integer variable whose value is changed during execution. The commander process issues one of the following commands to the process manager every two second:

1. S < pid > < value > < run_time >: Start a new process whose process id is pid and the value of its integer item is value. The total running time of this process is run_time time units.
2. B < rid >: Block the currently running process for a resource whose resource id is rid.
3. U < rid >: Unblock the process that is currently using the resource with resource id rid.
4. Q: End of one unit of time.
5. C < cmd > < num >: Change the value of the integer variable of the currently running process as follows: (1) if cmd == 'A', then value = value + num, (2) if cmd == 'S', then value = value - num, (3) if cmd == 'M', then value = value \times num, and (4) if cmd == 'D', then value = value/num.
6. P: Print the current state of the system.
7. T: Print the average turnaround time, and terminate the system.

The process manager implements the scheduling policy of multiple queues with priority classes that was discussed in class. A new process starts with priority 0 (highest priority) and there are a maximum of 4 priority classes. Quantum size for priority class 0 is 1 unit of time. Assume that there are 3 resources (rid = 0, 1, and 2) on which processes may block. Resources are allocated to processes based on priorities. The process manager also manages the current time (an integer initialized to 0). The value of the current time is incremented after commands Q and C. It spawns a reporter process to print the system state on receiving a P command from the commander process.

Use Unix pipes for communication between the commander and the process manager processes. Write C++ programs for process manager, reporter, and commander processes in separate files.

Implement the process manager as a set of five data structures: `Time`, `PcbTable`, `ReadyState`, `BlockedState`, and `RunningState`. Use the `QueueArray` class you implemented in homework 1 in
ReadyState and BlockedState; the queue items should be PcbTable indices. The output from the reporter process should be as follows:

******************************************
The current system state is as follows:
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CURRENT TIME: <time>

RUNNING PROCESS: <pid, priority, value, start time, CPU time used so far>

BLOCKED PROCESSES:
Queue of processes blocked for resource 0:
<pid, priority, value, start time, CPU time used so far>
<pid, priority, value, start time, CPU time used so far>
..
Queue of processes blocked for resource 3:
<pid, priority, value, start time, CPU time used so far>
<pid, priority, value, start time, CPU time used so far>
..

PROCESSES READY TO EXECUTE:
Queue of processes with priority 0:
<pid, value, start time, CPU time used so far>
<pid, value, start time, CPU time used so far>
..
Queue of processes with priority 4:
<pid, value, start time, CPU time used so far>
<pid, value, start time, CPU time used so far>
..

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Turning in the Assignment:
1. Turn in a hardcopy of the code and output.
2. Create a readme.txt file that explains how to compile and run everything.
3. tar and gzip all the code (including the readme.txt) and e-mail it to nfrazie1@uwyo.edu as an attachment. The subject line should be: 4740: Program 2. The last e-mail will the only one accepted, so if you e-mail multiple copies, I will only look at the last one and will only be accepted up to 5pm on October 8, 2015 as on time.
4. Lastly, make sure your name is in the code as a comment as well as on the hardcopy. You do not need to print the output. Just the code (you can skip the ArrayQueue.h as well).