

# Rešenja zadataka za prvi kolokvijum iz Operativnih sistema 1 Odsek za računarsku tehniku i informatiku April 2016.

## 1. (10 poena)

```
IORequest* ioPending = 0; // Currently pending request
```

```
void performIO () {  
    if (ioHead!=0 && ioPending==0) {  
        ioPending = ioHead; // Take the first request,  
        ioHead = ioHead->next; // remove it from the list,  
        if (ioHead==0) ioTail = 0;  
        *ioCtrl = START_SENDING; // and send it to I/O  
        for (int i=0; i<BLOCK_SIZE; i++)  
            *ioData = ioPending->buffer[i];  
        *ioCtrl = END_SENDING;  
    }  
}
```

```
void transfer (IORequest* req) {  
    req->next = 0;  
    if (!ioHead) {  
        ioHead = ioTail = req;  
        performIO();  
    } else  
        ioTail = ioTail->next = req;  
}
```

```
interrupt void ioInterrupt () {  
    if (ioPending==0) return; // Exception  
    if (*ioStatus&1) // Error in I/O  
        ioPending->status = -1;  
    else  
        ioPending->status = 0;  
    ioPending = 0;  
    performIO();  
}
```

## 2. (10 poena)

U klasu Thread dodati su sledeći privatni, nestatički podaci-članovi sa datim inicijalnim vrednostima:

```
Thread* Thread::parent = 0;
bool Thread::isWaitingForChildren = false;
unsigned long Thread::activeChildrenCounter = 0;

void Thread::created (Thread* parent) {
    this->parent = parent;
    if (parent) parent->activeChildrenCounter++;
}

void Thread::completed () {
    if (this->myParent && --this->myParent->activeChildrenCounter==0 &&
        this->myParent->isWaitingForChildren) {
        this->myParent->isWaitingForChildren = false;
        Scheduler::put(this->myParent);
    }
}

void Thread::wait () {
    lock();
    jmp_buf old = Thread::running->context;
    if (Thread::running->activeChildrenCounter>0)
        Thread::running->isWaitingForChildren = true;
    else
        Scheduler::put(Thread::running);
    Thread::running = Scheduler::get();
    jmp_buf new = Thread::running->context;
    yield(old,new);
    unlock();
}
```

## 3. (10 poena)

```
int multiexec (int number, const char* filename, const char* const args[]){
    int ret = 0;
    // Prepare the arguments for the children:
    const char* childArgs[3];
    childArgs[0] = filename;
    childArgs[2] = NULL;
    for (int i=0; i<number; i++) {
        childArgs[1] = args[i];
        // Create a child:
        int status = fork();
        if (status<0) continue; // fork failed
        if (status==0) // Child's context
            if (execvp(filename,childArgs)<0) exit();
        else // Parent's context
            ret++;
    }
    return ret;
}
```