

Assignment 2

- you can obtain the assignment 2 files from [here](#) (`ftp://floppsie.comp.glam.ac.uk/pub/notes/osi/timers.tar`).
- they are extracted via:


```
tar xvf timers.tar
```
- you should then change directory into timers via:


```
cd timers
```
- to build the assignment type:


```
make c
make
```
- you only ever need to type `make c` once

Example of using the TimerHandler

- here is a simple example of use for the TimerHandler
- two processes are created and sleep for 10 and 60 seconds, then print a message
- the process sleeping for 60 seconds can be woken up before the 60 second have expired

```
void TenSeconds (void)
{
    OnOrOff OldInts = SYSTEM_TurnInterrupts (On);

    while (1) {
        TimerHandler_Sleep(
            10*TimerHandler_TicksPerSecond);
        Debug_DebugString("..10..");
    }
}
```

Assignment 2

- assignment is to implement a timer facility
- you must implement the following functions:
 - Sleep
 - ArmEvent
 - Timer

SixtySeconds

```
static Event *timeout;

void SixtySeconds (void)
{
    OnOrOff OldInts = SYSTEM_TurnInterrupts (On);

    while (1) {
        timeout = TimerHandler_ArmEvent(
            60*TicksPerSecond);
        if (TimerHandler_WaitOn(timeout))
            Debug_DebugString("..been cancelled..");
        else
            Debug_DebugString("..60 seconds alarm..");
    }
}
```

Cancelling an event

- is achieved by another process executing this:

```
if (TimerHandler_Cancel(timeout))
    Debug_DebugString("have cancelled timeout");
else
    Debug_DebugString("not cancelled - expired");
```

TimerHandler module

- provides a simple set of timer functions microkernel
- provides the Executive with a basic round robin scheduler
- sets a timer device to issue an interrupt 100 times per second as defined by this constant in TimerHandler.h

```
#define TimerHandler_TicksPerSecond 100
```

TimerHandler

- exports an opaque or hidden type, Event, upon which all timer actions are held

```
/*
    GetTicks - returns the number of ticks
               since boottime.
*/
EXTERN int TimerHandler_GetTicks(void);
```

```
/*
    Sleep - suspends the current process for
            a time, t. The time is measured
            in ticks.
*/
EXTERN void TimerHandler_Sleep(int t);
```

ArmEvent

- initializes an event, e, to occur at time, t
 - the time, t, is measured in ticks
 - the event is NOT placed onto the event queue

```
EXTERN Event *TimerHandler_ArmEvent(int t);
```

WaitOn

- places event, e, onto the event queue and then the calling process suspends
 - it is resumed up by either the event expiring or the event, e, being cancelled
 - TRUE is returned if the event was cancelled
 - FALSE is returned if the event expires

```
EXTERN int TimerHandler_WaitOn(Event *e);
```

Cancel

- cancels the event, e, on the event queue and makes the appropriate process runnable again
 - TRUE is returned if the event was cancelled
 - FALSE is returned if the event was not found or no process was waiting on this event.

```
EXTERN int TimerHandler_Cancel(Event *e);
```

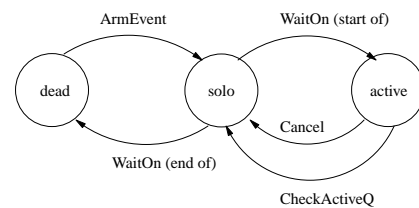
ReArmEvent

- removes an event, e, from the event queue.
 - a new time is given to this event and it is then re-inserted onto the event queue in the correct place
 - TRUE is returned if this occurred FALSE is returned if the event was not found

```
EXTERN int
TimerHandler_ReArmEvent(Event *e, int t);
```

TimerHandler.c

- state transition diagram for the events within this module can be described as follows:



KeyboardLEDs Module

- used to switch
 - caps lock, scroll lock and num lock LEDs on and off

- this code turns the scroll LED on

- `KeyboardLEDs_SwitchScroll(TRUE);`

- and this code turns the scroll LED off

- `KeyboardLEDs_SwitchScroll(FALSE);`