Threads

CSC 213 – October 10, 2022
Agenda for Today

1. Department Events
2. Q&A
3. Introduction to Threads
4. Wrap Up
Department Events

**CS Table** | 12pm on Tuesday, October 11 in JRC 224A  
Surfing the Web with Netscape Navigator

**CS Extra** | 4:15pm on Thursday, October 13 in Noyce 3821  
Spatial AI and its Applications  
Professor Yao-Yi Chiang from the University of Minnesota  
*(snacks available in the commons at 4pm)*
Q&A
Lab Questions

If we can crash the worm into itself by pressing inputs quickly, does that mean our code is wrong?

    No, it means my code is wrong. Don't worry about it (or you can fix the game for me).

If task_sleep switches away from a task, how do we switch back when the sleep is finished?

    Your scheduler will choose a task to run any time the current task blocks. If one of your tasks was sleeping, but the sleep time has elapsed, the scheduler could choose to switch to it.
Lab Questions

Is it okay if test 4 looks kind of weird?
Yes. It uses the same display code (called ncurses) that the worm game uses.

Should we worry if our game misses key presses?
If you press a lot of keys between worm moves that's okay. Only the last keypress matters. But if a single key press is missed that's a bug.
Threads
Wrap Up
Reminders

Lab
The worm lab is due on Wednesday
You can still turn in the memory allocator lab for 80% credit by Wednesday

Reading
Read the Password Cracker lab before class on Wednesday.

Mentor Office Hours
Sunday 1–4pm
Monday 8–9pm
Tuesday 8–9pm