

# Assignment 1, Code

- As background to review the solution

```
lastTrans = 1;
...
int start ()
{
    if (lastTrans < 0) return -1
    else
    {
        lastTrans = - (++lastTrans);
        return lastTrans;
    }
}
```

```
int read(int blockAddr, int tId, int *block)
{
    /* find the cache element e containing the block whose
       disk address is blockAddr */
    if (there is such a cache element e) {
        /* the disk block at blockAddr is in cache */
        Cache(e).tId = tId;
        block = &Cache(e).newBlock;
        /* &Cache(e).newBlock = address of Cache(e).newBlock */
        return 0;
    }
    else {
        /* pick a cache entry e, where Cache(e).tId = 0.
           If there is no such entry, then return -1 */
        diskRead(blockAddr, &Cache(e).oldBlock);
        Cache(e).newBlock = Cache(e).oldBlock;
        block = &Cache(e).newBlock;
        Cache(e).blockAddr = blockAddr
        Cache(e).tId = tId;
        return 0;
    }
}
```

```
/* A transaction should call write(&Cache(e).newBlock,
tid) after it updates Cache(e).newBlock. */

int write(int blockAddr, int tid)
{
/* find the cache entry e for block blockAddr */
if (there is no such entry) return 0
else
{
    Cache(e).tid = tid;
    return 1;
};
}
```

```
int commit(int tId)
{
    for (each cache entry e where Cache(e).tId == tId)
    {
        status = diskWrite(Cache(e).blockAddr,
                           &Cache(e).newBlock);
        Cache(e).tId = - tId;
        if (status == -1) {
            Abort(tId);
            return -1;
        }
        Cache(e).oldBlock = Cache(e).newBlock
    };
    for (each cache entry e where Cache(e).tId == -tId)
        Cache(e).tId = 0;
    lastTrans = -lastTrans;

    return 0;
}
```

```

int abort(int tId)
{
    for (all cache entries e, where Cache(e).tId == -tId)
    {
        repeat
        {
            status = diskWrite(Cache(e).blockAddr,
                               &Cache(e).oldBlock)
        }until (status == 0);
        /* Of course, this will not terminate if diskWrite
           keeps failing, but ignore that issue */

        Cache(e).newBlock = Cache(e).oldBlock;
    };
    for (all cache entries e) {
        Cache(e).tId = 0
    };
    lastTrans = -lastTrans;
    return 0;
}

```