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CS 526 Final Project Documenation

* + Explain your choice for the data structure you used for D in this project

For a data structure in D, I stuck with using the HeapAdaptablePriorityQueue provided in data structures. I inserted the processes keyed to arrival time, so that in the simulation I could simply check the first entries in the queue without needing to traverse a whole data structure to find processes with the earliest arrival times.

* + For processes that had equal priority, it may have been better to execute the process with earlier arrival time instead of choosing arbitrarily. At a high level, how would you have to modify your project to accommodate this?

Instead of automatically removing the first entry in the Adaptable Priority Queue,

* + What other changes could you consider

Some general refactoring of the code would be very useful in making the simulation code more organized and easier to read. Additionally,