1. Of the four simulated algorithms, which algorithm is the “best” algorithm for CPU-bound processes? Which algorithm is best-suited for I/O-bound processes?
2. For the SJF and SRT algorithms, what value of α produced the “best” results?
3. For the SJF and SRT algorithms, how does changing from a non-preemptive

algorithm to a preemptive algorithm impact your results?

1. Describe at least three limitations of your simulation, in particular how the project specifications could be expanded to better model a real-world operating system.
2. Describe a priority scheduling algorithm of your own design (i.e., how could you calculate priority?). What are its advantages and disadvantages?