

- I) Does your simulator include switch overhead for the first ready state to running state transition? Explain.
- II) Does your simulator include switch overhead if a thread moves from ready state to running state and the CPU is idle? Explain.
- III) Does your simulator include switch overhead if a thread moves from running state to blocked state and the ready queue is empty? Explain.
- IV) Does your simulation include switch overhead if a thread is interrupted (due to a time slice) and either the ready queue is empty or the thread has the highest priority? Explain.

I/II) My simulator does include a switch overhead time for every new thread, regardless of order, it does not implement running to idle states. This was done because I assumed that for every time there is a thread switch, it shouldn't matter when the thread comes in the queue. s

III) My simulator does not compensate for switching from blocked to ready queues

IV) My simulation does not accurately report switching from an interrupted state, to a highest priority either.