1. Does your simulator include switch overhead for the first ready state to

running state transition? Explain.

1. Does your simulator include switch overhead if a thread moves from ready

state to running state and the CPU is idle? Explain.

1. Does your simulator include switch overhead if a thread moves from

running state to blocked state and the ready queue is empty? Explain.

1. 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.