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## HW8 - Memory Scheduling

\*Compiled with clang on OS X

Adding memory scheduling to my simulator significantly increased the value and complexity of my simulator. With the ability to specify both page size and page fault time penalty, I was able to explore the various aspects of the simulator and learn more about how memory replacement works. I set every program to require 10 pages of memory, and there are 100 different configurations for each memory page. If I set the page size to 100 or more, there page faults come only at the beginning when we have to load different configurations into memory. With smaller page sizes, the number of faults and execution time increases.