

$$\begin{array}{r}
 + - 2 \ 5 \ 1 \\
 \hline
 + - 2 \ 5 \ 1 \\
 \hline
 - 2 \ 5 \ 1 + \\
 \hline
 1 + -3 \\
 \hline
 1 + -3 \\
 \hline
 + -3 \ 1 \\
 \hline
 -2
 \end{array}$$

Round Robin Scheduler

- A round robin scheduler is used to fairly allocate a resource that must be shared by a collection of clients.
- It gives each process a unit of time (time slice, quantum), then move to next process, continue until all processes completed

Exercise 1

- a) Implement `enqueue(element)`. Test the result in the `main()` method. Use the given template source code to complete this exercise.
- b) Implement `dequeue()`. Test the result in the `main()` method. Use the given template source code to complete this exercise.
- c) Implement `queuefront()` and `queuerear()`. Test the result in the `main()` method. Use the given template source code to complete this exercise. You may use the following pseudo code for the implementation.

Exercise 2 Complete the method `copyQueue` that copies this queue (itself) to another Queue. The copied Queue is returned. Note that the original Queue should remain the same after this method is called.

Exercise 3 Complete the method `IsIdentical(Queue<T> Q2)` which checks whether or not the queue(itself) and the input Queue Q2 are having the same content and order in the same sequence. At the end this queue and Q2 should remain the same.

Exercise 4 To save you time the following methods are provided.

The method `boolean isPrefix(String x, String y, String z)` returns true if x is not a number (meaning that it must be an operator) and y and z are integers.

Example

<code>isPrefix(+, 3, 4)</code>	<code>return true</code>
<code>isPrefix(2, 3, 4)</code>	<code>return false</code>
<code>isPrefix(1, +, 2)</code>	<code>return false</code>

Complete the `PrefixEval` in the template.

The method `String evalPrefixString(String opt, String x, String y)` returns a numerical result of `x opt y`.

Complete the method `PrefixEval`

Exercise 5. Implement a round robin scheduler illustration using a queue. The method `makeRoundRobin` takes 4 input arguments: Q, P, limit, and the resourceAmt. The Q is a queue containing resource demands of people, P is a queue containing names of the persons in the queue, limit is an integer that sets the maximum amount of resource can be given to a person each time, and resourceAmt is an initial amount of resource. The program shows the amount of resource and Queue content after a person gets the amount that he/she needs.