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Comps B

Exp 5 report : scheduling algorithms

Learnings: In this experiments, we emulated 4 CPU scheduling algorithms using a programs in C language and found the waiting and turnaround times for procesn in hypothetical cases.
The 4 scheduling algorithms we did in this experiment ~~were~~ were:
First Come First Serv algorithm (FCFS): It is the simplest scheduling algorithm. It just schedules procenes based on their arrival times, ~~scheduling~~ preforming whoever came first.
Shortest Job First (SJF): The ~~SJF~~ SJF scheduling algorithm selects the waiting procen with the shortest execution time to execute next. It minimises the average waiting time among all algorithms but is hard to implement as its not always ~~accurately~~ possible to accurately predict the execution time of a procen.
Priority scheduling: This scheduling policy requires procenes to be alloted a priority order and schedules procenes according to that order
Round robin scheduling: This policy divides time equally among all procenes. It gives each procen in the ready queue some time to execute and then goes on to the next, returning to that procen once all others too have executed for that amount of time.

Errors encountered: Not many errors were encountered in this experiment as it was only about emulating the scheduling procen and calculating waiting and turnaround times, not executing doing or measuring any real procenes.