

Experiment 6 report: lizza delivery ystem

- * Which algorithm would be best suited for the given scenario:-
- An) The STF algorithm water would be the best, as it always gives the lowest waiting times. Priority scheduling can also be used if we want to heat some orders as special ex. VIP customers or emergency orders. Round robin algorithm is the worst in this case, as it is meant to increase time sharing, which is not what is needed have.
 - Is it possible to combine the above algorithms to create can even more efficient algorithm? If yes, then explain how >
- Am) Yes, by combining the above algorithms, a beffer algorithm can be created which cuits this case beffer. SJF

 scheduling often results in starvation to, tempor orders

 that take longer to deliver. This can be solved by sething a threshold for each order for time lapsed since an ival himse. If this threshold is breached, the order will be dispatched right next, taking priority over any other shorter jobs. For we can also make a provision for a smaller threshold for VIP waterm automers, so that their orders are always serviced within a reasonable time frame. For consequency orders, another queue may be maintained, which will always take priority one the SJE queve. Thus, by combining the other algorithms, we can build a more suitable scheduling algorithm.



Learnings and experience:

In this experiment, we learnt how common CPU scheduling algorithms may be used in real world applications. We used those algorithms to design a scheduling applications. We used those algorithms to design a scheduling system for a pizza delivery service. This experiment system for a pizza delivery service. This experiment helped us in overcoming understaning the differences between the algorithms and why what was the need to between the algorithms and why what was the need to have many different algorithms. We also designed an algorithm combining multiple CPU scheduling algorithms which matches our usecone before.

Form concentred:

We did not encounter many errors as the code for this experiment was very similar to the one we wrote in experiment 5.