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CPU Scheduler

To begin, the first thing I did was thoroughly analyze all the provided source code to understand the structure and existing functionality. This included understanding the Process and SchedulerStats structures, the burst generation via rand.c, and the printing mechanisms in schedulerio.c. After understanding the baseline, I added additional variables where instructed to ensure that all scheduling algorithms would function correctly. Across all three algorithms First Come First Serve (FCFS), Round Robin (RR), and Shortest Job First (SJF) a similar approach was used, but with adjustments specific to each scheduling policy. It first starts by using the compare function used for the break tie The status of each of the algorithms will be tracked in patterns. During the status checks, each would be checked to see if the process was unstarted ready to run, blocked, or terminated