**Cloud Job Scheduler:**

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**Introduction:**

The goal of this project is to develop a client-side simulator that acts as a simple job dispatcher. For this first stage we are tasked implementing the ds-simulation protocol so that it successfully connects the server-side simulator which will receive and schedule jobs. We must also create a simple job dispatcher named “allToLargest” which sends all jobs to the first entry of largest server type.

**System Overview:**

**Design:**

**Implementation:**

Our client is implemented using 3 classes. The ClientJobScheduler class, the Jobs class, and the Servers class.

**References:**