

Exp No: 8

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CLOUD SIMULATION

IMPLEMENT ROUND ROBIN TASK SCHEDULING IN BOTH TIME SHARED AND SPACE SHARED CPU ASSIGNMENT

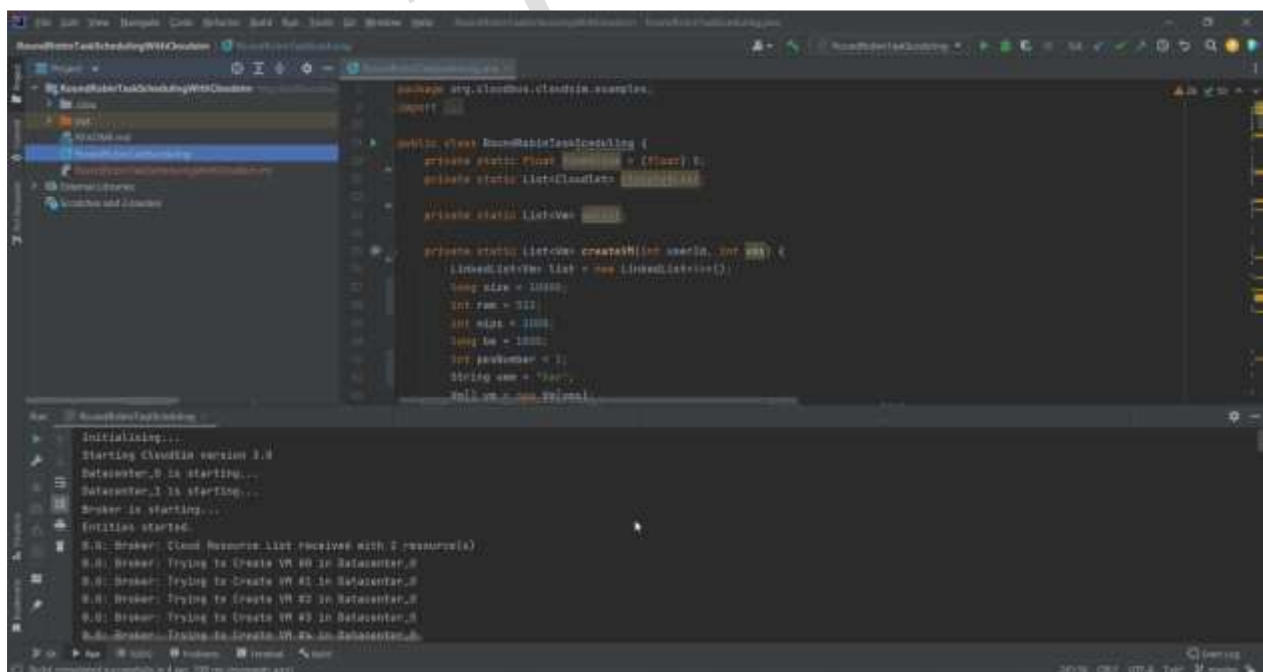
AIM:

Implement RoundRobin task scheduling in both TimeShared and SpaceShared CPU assignments.

PROCEDURE:

1. Create a new project by selecting java console line application template and JDK 18.
2. Open project settings from the file menu of the options window.
3. Navigate to project dependencies and select on add external jars and then click on 'Browse' to open the path where you have unzipped the Cloudsim Jars and click on apply.
4. Create a java file with the cloudsim code to implement the Round robin scheduling algorithm.
5. Run the application as a java file to see the output in the console below.

OUTPUT:



The screenshot displays an IDE with a Java project named 'RoundRobinTaskSchedulingWithCloudsim'. The code in the main editor implements a RoundRobin scheduling algorithm. It defines a 'RoundRobinTaskScheduling' class with a 'main' method that initializes a 'CloudResourceList' and a 'List<Cloudlets>' of tasks. The tasks are created with specific parameters like 'userIn', 'ram', 'cpu', 'size', 'edges', 'bw', 'packNumber', and 'user'. The console output shows the initialization process, including starting CloudSim version 3.6, initializing datacenters, and the 'Broker' class attempting to create virtual machines (VMs) in the datacenters. The output indicates that the 'Cloud Resource List' received 2 resources.

RESULT:

Thus Round Robin task scheduling is implemented using cloud simulator.