The scheduler is located within the file called “proc.c”. It seems to be an implementation of the “Round Robin Algorithm” because it selects a process to be run and eventually pass the control to another process; right here below is the code:

void scheduler(void)

{

struct proc \*p;

for(;;){

// Enable interrupts on this processor.

sti();

// Loop over process table looking for process to run.

acquire(&ptable.lock);

for(p = ptable.proc; p < &ptable.proc[NPROC]; p++){

if(p->state != RUNNABLE)

continue;

// Switch to chosen process. It is the process's job

// to release ptable.lock and then reacquire it

// before jumping back to us.

proc = p;

switchuvm(p);

p->state = RUNNING;

swtch(&cpu->scheduler, proc->context);

switchkvm();

// Process is done running for now.

// It should have changed its p->state before coming back.

proc = 0;

}

release(&ptable.lock);

}

}