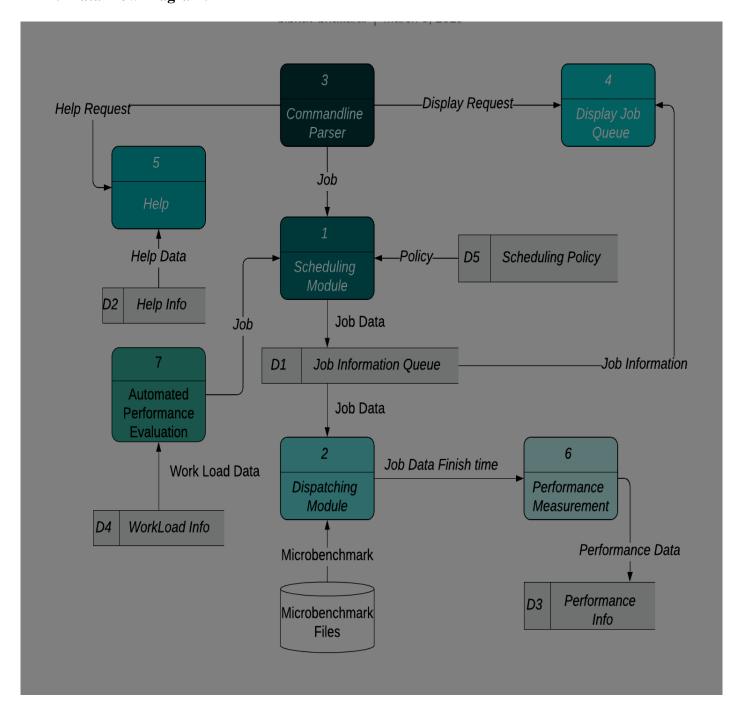
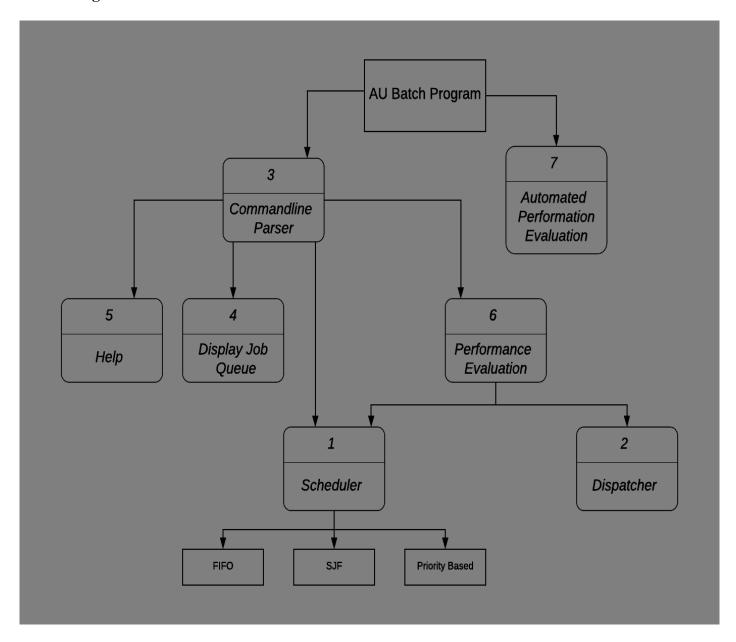
# **Project 3: AUbatch System**

# 1. Design and Implementation:

#### A. Data Flow Diagram:



# **B.** Program Structure:



### **C. Function Prototype:**

```
void *scheduling();
void *dispatching();
void run(char command[]);
void fcfs();
void sjf();
void priority();
void perfEvaluate();
void garbageCompute1();
void garbageCompute2();
int splitTime(char time[]);
void help();
```

#### 2. User Manual

Separate Compilation with Makefile:

```
[(base) Mousumis-MacBook-Air:AUBatch-v1 mousumiakter$ make gcc -c -w aubatch.c gcc -c menu.c gcc -c -w module.c gcc aubatch.o menu.o module.o -o aubatch -lpthread
```

#### Run aubatch:

```
[(base) Mousumis-MacBook-Air:AUBatch-v1 mousumiakter$ ./aubatch
Welcome to Mousumi's batch job scheduler version 1.0
Type 'help' to find more about AUBatch commands.
>
```

#### Help Menu:

### Scheduling Policy:

>fcfs

Scheduling policy is switched to FCFS. All the 0 waiting jobs have been rescheduled.

#### Job Submission:

```
>run p1 8 1
job p1 was submitted.
Total number of jobs in the queue: 1
Scheduling Policy: FCFS
>run p2 8 3
job p2 was submitted.
Total number of jobs in the queue: 2
Scheduling Policy: FCFS
```

### Waiting Job list:

```
Name CPU_Time Priority Arrival_time Progress
p1 8 1 20:37:26 To be executed
p2 8 3 20:37:31 To be executed
```

# Switching Scheduling Algorithm:

>sjf

Scheduling policy is switched to SJF. All the 1 waiting jobs have been rescheduled.
>priority

Scheduling policy is switched to Priority. All the 1 waiting jobs have been rescheduled.
>fcfs

Scheduling policy is switched to FCFS. All the 1 waiting jobs have been rescheduled.

Quit and Perfomance Evaluation:

```
>quit

Total jobs submitted : 2

Average turn around time : 6.000000 seconds

Average CPU time : 10365.000000 seconds

Average waiting time : 6.000000 seconds

Throughput : 0.166667 No./second
```

#### **Lesson Learned:**

In this project,

- We have been introduced with multicore programming
- Got hand on experience with different scheduling algorithm and their performance metric
- Have been familiar with separate compilation and been introduced with makefile