SELF PROJECT- Job Scheduler using Priority Queue(in C++)

Main topics used: Heap(Priority Queue), Greedy Algorithms

Objective:

To implement a job sequencing algorithm that schedules jobs with individual deadlines and profits in such a way that:

- Each job takes exactly 1 unit of time.
- No two jobs overlap.
- The total profit is maximized.

Problem Description:

Given a list of n jobs, where each job has:

- A job ID (like 'A', 'B', 'C'...)
- A deadline (unit of time before which it should be completed)
- A profit (earned only if the job is completed on time)

You must schedule jobs to maximize total profit using:

- Greedy strategy
- Priority Queue logic (here, simulated by sorting in descending profit)

CODE:

```
#include <iostream>
#include <vector>
#include <queue>
#include <algorithm>
using namespace std;
```

struct Job {

```
char id;
  int deadline;
  int profit;
};
// Custom comparator for sorting jobs in decreasing order of profit
bool compare(Job a, Job b) {
  return a.profit > b.profit;
}
int main() {
  // Sample list of jobs {id, deadline, profit}
  vector<Job> jobs = {
    {'A', 2, 100},
    {'B', 1, 19},
    {'C', 2, 27},
    {'D', 1, 25},
    {'E', 3, 15}
  };
  // Sort jobs by descending profit
  sort(jobs.begin(), jobs.end(), compare);
  // Find maximum deadline to determine number of time slots
  int maxDeadline = 0;
  for (auto job : jobs)
```

```
maxDeadline = max(maxDeadline, job.deadline);
// Initialize time slots as free (-1)
vector<char> schedule(maxDeadline, '-');
int totalProfit = 0;
// Try to schedule each job
for (auto job : jobs) {
  // Find a free slot from job.deadline - 1 to 0
  for (int t = job.deadline - 1; t >= 0; t--) {
    if (schedule[t] == '-') {
       schedule[t] = job.id;
       totalProfit += job.profit;
       break;
    }
  }
}
// Output the scheduled jobs
cout << "Scheduled Jobs: ";</pre>
for (char slot : schedule)
  cout << (slot == '-' ? "[empty] " : string(1, slot) + " ");
cout << "\nTotal Profit: " << totalProfit << endl;</pre>
  return 0; }
```