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**Cost Efficient Job Scheduling Algorithm for Distributed Systems**

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# Introduction:

This project particularly focuses on creating a job scheduling algorithm that allows for job scheduling within servers to be done much more efficiently and optimises key objectives within servers like the turnaround time, the average utilisation of resources for job scheduling and the total rental cost of the server. This is achieved through the use of a function called “processed\_alg” created on a new java file, new\_alg, which is used in the client side of the system to implement a variation of the first fit algorithm to improve the aforementioned areas of job scheduling.

With that in consideration, the main goal of this stage is to ensure that job scheduling can be performed and applied on distributed systems, much more efficiently, allowing the client-side simulator and server-side simulator to be to schedule jobs and have them completed much more quickly.

# Problem Definition:

The scheduling of jobs within a distributed system involves the use of three baseline algorithms, The Best Fit, The Worst Fit and The First Fit algorithms. The problems that these algorithms present, however, are of the increased

# Algorithm Description:

# Implementation Details:

# Evaluation:

# Conclusion:

# Reference:

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