# Disk scheduling

## Introduction

For week 1 assignment we have created an application which simulates different algorithms for processor scheduling. The application allows users to simulate 4 different algorithms (FCFS, SJB, Preemptive and Non-preemptive)

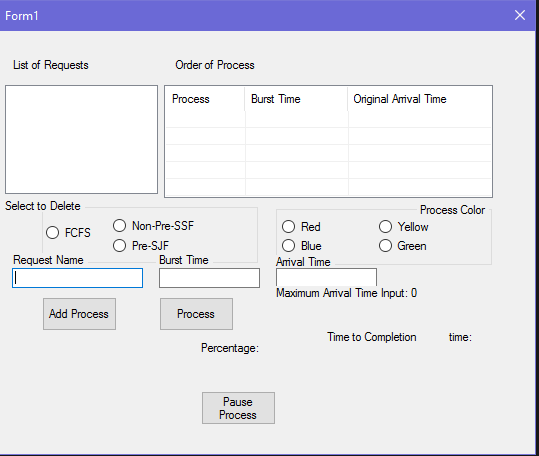
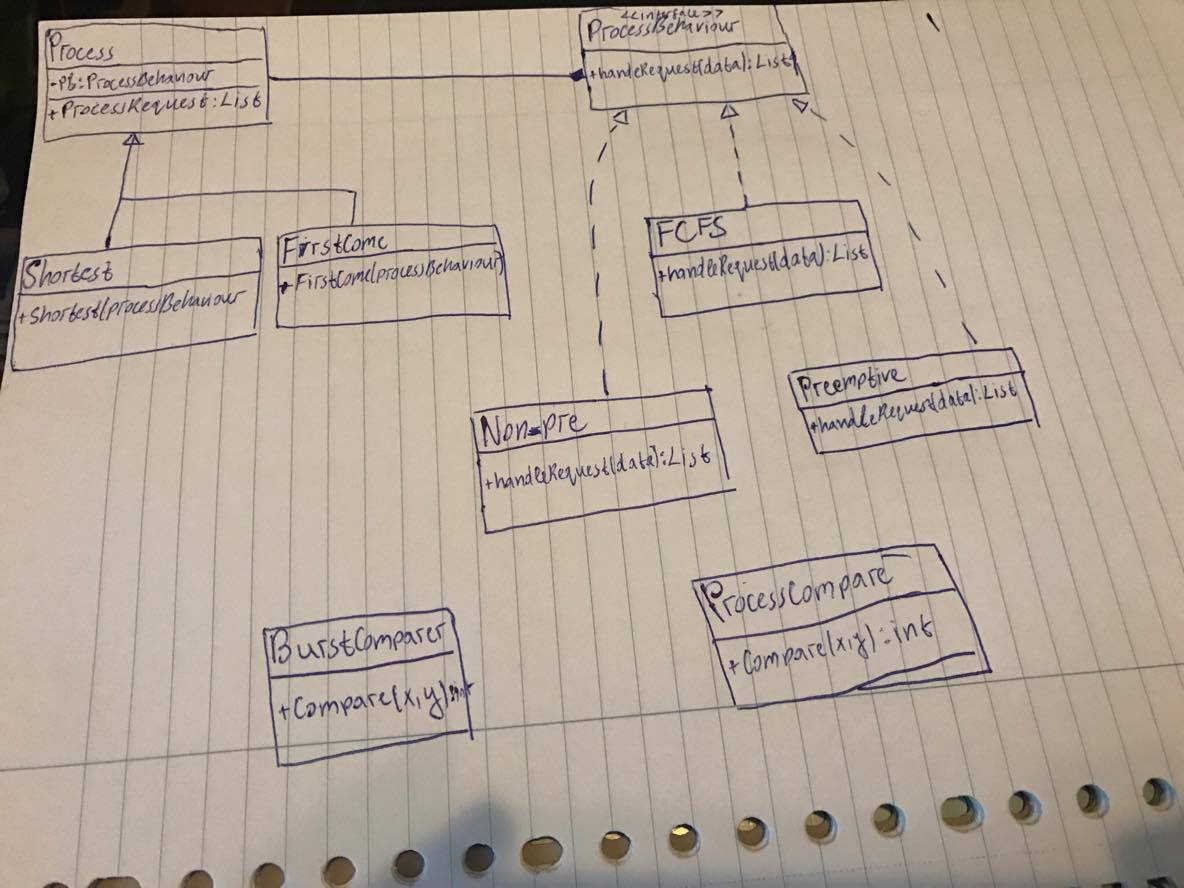


Fig 1.1

The app provides wide variety of customizations to users:

* User can add manually Burs time and Arrival time of the processes
* For better visualization user, can chose between different colors, this way each process execution can be shown in different color.
* Program calculates waiting time

## UML



## Problems

* Existentiality

Extensibility is how the application can be developed/extended easily.

The reason we had problem with existentiality is because the application supports many algorithms, and we had to come up with solution which combines and separates them. This way program doesn’t get too big and can be easily extended.

* Reusability

Reusability is how the code/class that already created can be used again.

We had the same problem with making the program code reusable, but we have decided to use interface, therefore each component is similar but has different functionality and can be reused.

## Improvements

## Testing

Because processes are added manually application testing can be done very easily.

We tested our app by adding one of each process to the list and executing it. The application passed the test successfully.

We included a test project to test the algorithms, after doing the test, all algorithms passed the test.

## Reflection

We had some background in Design patterns from System Development 3, but everything was only theoretical. After doing this assignment, we learnt how useful this approach could be.