

Project Structure.

In our project we observed that all the schedulers have almost the same structure, they have a ready queue from where they pick a process and put it back if it is not yet completed.

So all the schedulers will basically perform these operations periodically:

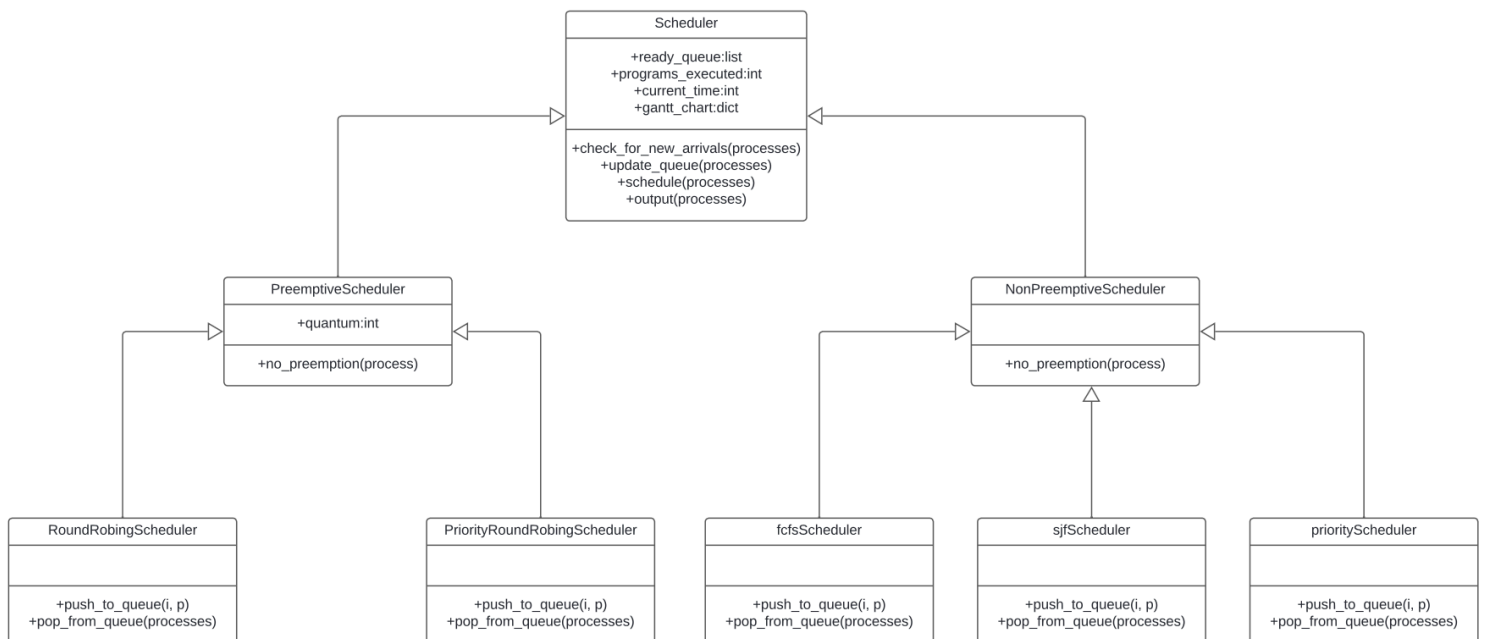
- Check for new processes that arrives to the ready queue
- Pick a process execute it and update the ready queue

These two operations are pretty much the same within all the algorithms, they differ in 3 key parts :

- Allowing the preemption of processes or not
- The way of picking from the ready queue
- The way of putting back to the ready queue

The last two points are essentially the mechanism of keeping a precise order within the queue. The order differs from an algorithm to another

To capture these points we designed our Schedulers following the structure below :



With the following methods :

- no_preemption(process)
- push_to_queue(i,p)
- pop_from_queue(processes)

As abstract methods of the Scheduler

Please refer to the code to see the full implementation