**CPU SCHEDULING ALGORITHMS VISUALIZER**

PROJECT TOPIC SYNOPSIS

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**INTRODUCTION AND OBJECTIVE OF THE PROJECT-**

In the project, we aim to create a visual interface to depict and visualize the various CPU scheduling algorithms like first come first serve (FCFS) , shortest job first , round robin(RR) , priority , shortest remaining time and multiple level queues scheduling algorithms. These scheduling algorithms are some the most basic concepts of the operating system and is a really necessary concept in the subject. This project aims to make the understanding of the concept easier and graphical so that the concept of CPU scheduling algorithms can be understood better and in depth. The project can then be used for educational purposes so that the concept can be taught and understood in a better way.

**PROPOSED METHODOLOGY –**

We intend to use various web technologies to make this project as effective and intuitive as possible. These may include HTML, CSS, javascript and any other technologies that might help us to make the project more effective and help us meet our goal to make this project meet its goal as discussed above. We will research about these topics more and also about the technologies that might help us in this project. Also, we will look into the several ways present to visualize CPU scheduling algorithms and the ways to incorporate them in our project.