This program simulates the activities of a disk drive using five different scheduling algorithms for serving a read/write request. The different types of scheduling algorithms used are FCFS, Look Up, C Look UP, Pick Up, and Same Track. On execution of this program 5 different linked lists are created representing each one of these methods. It then runs a various number of tests on these linked lists to simulate the pros and cons of each scheduling algorithms. These results are represented in the various text files inside of the cmake-build-debug folder.