

1. Write a C program to emulate workloads of n process. A possible output for $n = 4$ is below:

```
P1 5 C 20 I 10 C 200 I 10
P2 0 C 200 I 10 C 56
P3 100 C 300
P3 20 C 10 I 400
```

Points to note about the output format:

- There should be one line per process.
 - The first value in each line corresponds to the process's name.
 - Second value denotes the process start time.
 - This is followed by a finite list of tuples (x, y) corresponding to a sequence of jobs.
 - $x \in \{C, I\}$ denotes the job type (CPU or I/O), and y is a non-negative integer denoting the job duration.
 - Number of jobs and their duration should be random.
 - For each process, the first job should always be a CPU job.
 - In each process, jobs of the same type are not adjacent to each other.
2. Write C program(s) to parse files with the above output format, and see how the following schedulers perform under scheduling metrics such as response time and turnaround time.
 - First In, First Out (FIFO)
 - Shortest Job First (SJF)
 - Shortest Time-to-Completion First (STCF) without I/O awareness
 - Shortest Time-to-Completion First (STCF) with I/O awareness
 - Round Robin (RR)
 - Multi-Level Feedback Queue (MLFQ)
 3. Write C program(s) to compare performance of lottery and stride scheduling. Some useful assumptions: (a) there are n long-lived processes with only CPU jobs; (b) process i has $w_i \in \mathbb{Z}^+$ tickets.