

Report OS Project # 1

Environment and choices

I was working on a MAC OSX System (Maverick) with Atom editor and Clang compiler (Apple LLVM version 5.1) on command line. The built command line application consists of two header files and one cpp file: data_processing.h, cpu_scheduler.h and cpu_scheduler.cpp (that contains the main logic of the application). I tried to give an importance to clean and maintainable code, even if this objectif is not perfectly reached. Efficiency was not the matter in this project since using C++ is kind of efficient, it could be better with C of course. The STL, the Abstraction and the Oriented Object Programming style have not been used.

Programming

This project helped me to really understand the cpu scheduling algorithm. It allows me to understand how the cpu works for real. The easiest algorithm was the FCFS one, but the SRTF was the most challenging. The computation of turnaround time and waiting time for some algorithm was not easy too.