CPRE 308 Lab 5:
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In this lab, I learned how scheduling algorithms work by making my own first come first served, least remaining time, and round robin/round robin with priority examples. The first come first serve was relatively easy to implement, as the main part was just to check for when a process is first available, which I could track with the already existing variable “arrivaltime”. The least remaining time was also pretty simple, as all I had to do was update the current process every time a different process had less time remaining, which was already tracked by a variable named “remainingtime”. Round robin became a little bit more trickey, but after searching around for a bit I decided to use an array of times to make sure the processes were executing for the same amount of time, and then added a way to check priority and make sure that processes with higher priority were executing first, with the variable “priority”. This was an interesting lab, and I wonder what modern systems use round robin to decrease the average waiting time vs how many systems just use first come first served or a priority based algorithm.