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**Project 3 Summary**

**Purpose:**

The purpose of this project was to create a simulation of a scheduler scheduling a set of jobs. The project allows the user to choose a scheduling algorithm. This project has been coded in Java.

**Personal Experience:**

Initially, I had a hard time figuring out how to work on this project. The first project seemed straightforward to me, the second project I had used a more brute force approach, but this project I found myself having a lot more questions. I read through the book and searched online to gain a better understanding of the material. I used sources such as GeeksforGeeks and Tutorialspoint to further understand the material discussed in class. Thankfully this really helped as I was able to have a better idea on how to implement the different scheduling algorithms in my code. As I worked through this project, I had a better understanding of the material covered in class in regards to the different scheduling algorithms and how they run – decision types, response time, overhead, effects of processes, etc. I liked this project because it helped me to have a more in depth understanding of the material. I used try-catch blocks instead of if-else statements, which I haven’t used in my more recent codes. This served as a good refresher of my basic Java as well as a means to easily be able to catch any errors when opening files. I also learned more about the poll() method of the queue interface and that it does not throw an exception with the queue is empty, but null instead. Overall, I now have a better understanding of how scheduling algorithms work as well as their implementation.