OS HW3 report

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Question	Answer
Q1. Briefly describe about your data structure for recording process' time or anything you need to record.	I use structure to store process id and arrival ime and burst time . For hw3-1, I use current to store new data when running SRTF For hw3-2, I use a queue to represent process order in queue For hw3-3, I use two queue current and fcfs to implement RR and FCFS.
Q2. How to simulate process scheduling?	For hw3-1,I use two vector to store process, one is sorted by arrival time, one is sorted by current burst time, once the burst time is 0, then I refresh wait time with new arrival time, finally I compute turnaround time wit arrival time. For hw3-2, I use queue

	to represent RR, if burst time smaller or equal then quantum, then process can leave queue, else refresh arrival and wait time and go to the back of queue. For hw3-3, If fist level is not empty , I will do first part RR, else I will do FCFS with another queue.
Q3. Some problems you meet and how to resolve.	In hw3-3, I encounter one problem, that is when FCFS is preempted by RR, I have to compute the waited time, so I use last to store last process in FCFS. If current process and last process is the same, I will compute waited time.
Q4. What you learned from doing OS hw3 and something you want to discuss with TAs.	I learned that when process needs to run for a long time, scheduling process properly is a good way to make sure all the process can be executed.