**Programming Assignment 1**

**Assignment Report**

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| **Section#:52586**  **Group#: 4** | |
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**Task distribution:**

|  |  |
| --- | --- |
| **Name** | **Task** |
| **Ghaida Alhussain** | Implemented the **Process class** and debugging, contributed to**report writing (Implementation section)**. |
| **Fajer Alamro** | Implemented part of the**Process execution and performance calculations**, contributed to**report writing (**Conclusion section) |
| **Sara Alhowaimel** | Implemented part of the **Scheduling class** (SRTF & FCFS logic), contributed to**report writing (**Introduction section). |
| **Deem Aljarba** | Implemented part of the **user input handling and Gantt chart generation,** contributed to**report writing (**Execution Process and Performance Analysis section) |

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# **Introduction:**

Efficient process scheduling is a fundamental aspect of modern operating systems, ensuring optimal CPU utilization and minimizing process waiting time. This project focuses on implementing the**Shortest Remaining Time First (SRTF) scheduling algorithm**, incorporating **First-Come, First-Served (FCFS) scheduling** for processes with equal CPU burst times.

The goal is to analyze the **performance** of this scheduling approach by evaluating key metrics such as **CPU utilization, average turnaround time, and average waiting time**. Additionally, the project illustrates how **context switching** affects scheduling efficiency and demonstrates the effectiveness of combining **SRTF and FCFS** to handle processes with varying execution requirements.

# **Implementation:**

**The program consists of three main classes:**

* **OSProject Class:** Handles user input and initializes processes.
* **Process Class:** Represents a Process with the following attributes:
* **ID**: A unique identifier for each process.
* **ArrivalTime**
* **BurstTime**
* **remainingTime**
* **completionTime**
* **waitingTime:** calculated as: Waiting Time=Turnaround Time−Burst Time
* **turnaroundTime:** calculated as: Turnaround Time=Completion Time−Arrival Time
* **Scheduling Class:** Implements the SRTF scheduling algorithm with FCFS for processes with equal remaining time, executes processes, and calculates performance metrics. It’s also included attributes such that:
* **processes:** An array that holds the list of processes to be scheduled.
* **ContexSwitch:** A constant representing the **context switch time**, which is the time required to switch from one process to another (set to 1 millisecond).

# **Execution Process and Performance Analysis:**

1. The program prompts the user to enter the number of processes, followed by the **arrival time** and **burst time** for each process. These inputs are then stored in an array for scheduling.

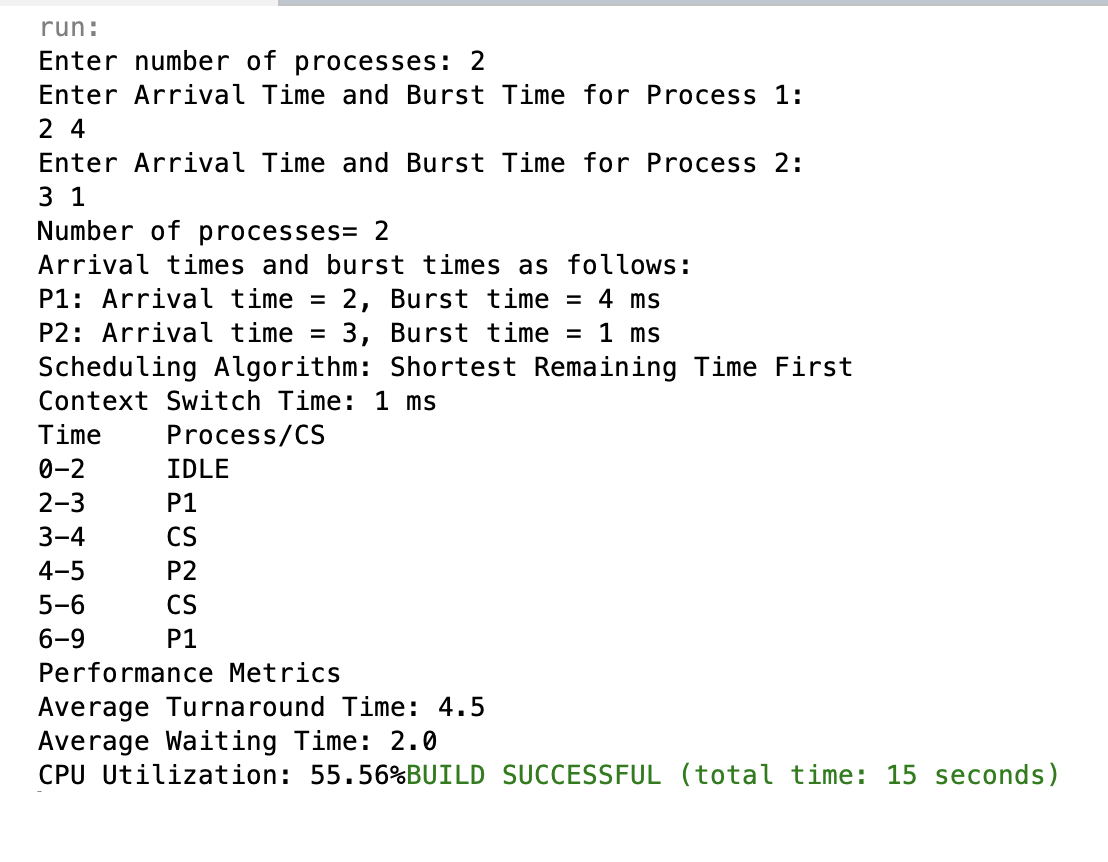


Figure 1:Sample Run

**Process 1 (P1):** Arrival Time = 2 ms, Burst Time = 4 ms

**Process 2 (P2):** Arrival Time = 3 ms, Burst Time = 1 ms

The program then applies **Shortest Remaining Time First (SRTF)** scheduling, using **First-Come, First-Served (FCFS)**when two processes have the same remaining time.

1. After scheduling the processes, the program generates the following **Gantt Chart**, which represents the execution timeline:

|  |  |
| --- | --- |
| Time | Process/CS/Idle |
| **0-2 ms** | The CPU remains **IDLE** because no process has arrived yet. |
| **2-3 ms** | **P1 starts execution**, but since**P2 arrives at 3ms** and has a shorter burst time, the CPU **preempts P1** and switches to P2. |
| **3-4 ms** | **A context switch (CS) occurs** to transfer control to P2. |
| **4-5 ms** | **P2 executes and completes**, since it only required **1ms.** |
| **5-6 ms** | Another **context switch** occurs before P1 resumes execution. |
| **6-9 ms** | **P1 resumes execution and completes at 9ms.** |

**A screen shot of a computer

Description automatically generated**

Figure 2: Sample Run

This demonstrates how **SRTF prioritizes the process with the shortest remaining time**, leading to **preemption** when a shorter job arrives.

1. After execution, the program calculates key performance metrics:

**A screen shot of a computer

Description automatically generated**

Figure 3: Sample Run

* **Average Turnaround Time (TAT):  On average, each process spends 4.5ms from arrival to completion.** This is relatively low due to SRTF's ability to minimize wait times.
* **Average Waiting Time (WT): T**he average waiting time is 2.0ms, meaning that processes experience moderate delays before execution starts.
* **CPU Utilization:**The CPU was actively executing processes **55.56%** of the time, meaning that a significant portion was spent on context switching and idle time (nearly 44%).

# **Demonstration of FCFS and Preemption in SRTF Scheduling**

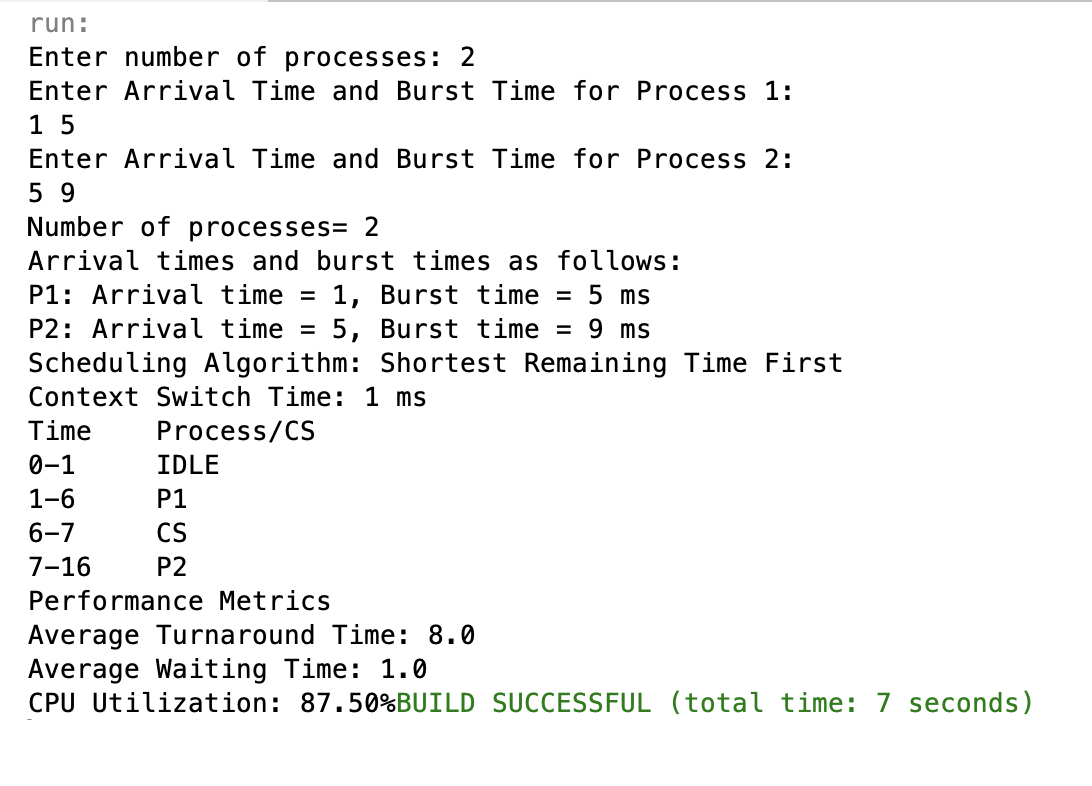
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Figure 4: Demonstration of Preemption in SRTF

* Process P1 starts execution at 1ms.
* At 5ms, P2 arrives with a burst time of 9ms.
* Since P1 has only 1ms left, it continues execution and finishes at 6ms.
* A context switch occurs at 6ms, and P2 starts at 7ms.
* This correctly shows that the newly arriving process does NOT preempt P1 because P1’s remaining burst time is already less than P2’s burst time.
* Preemption happens when a shorter process arrives, but in this case, P1 was already close to finishing, so it completed execution first.

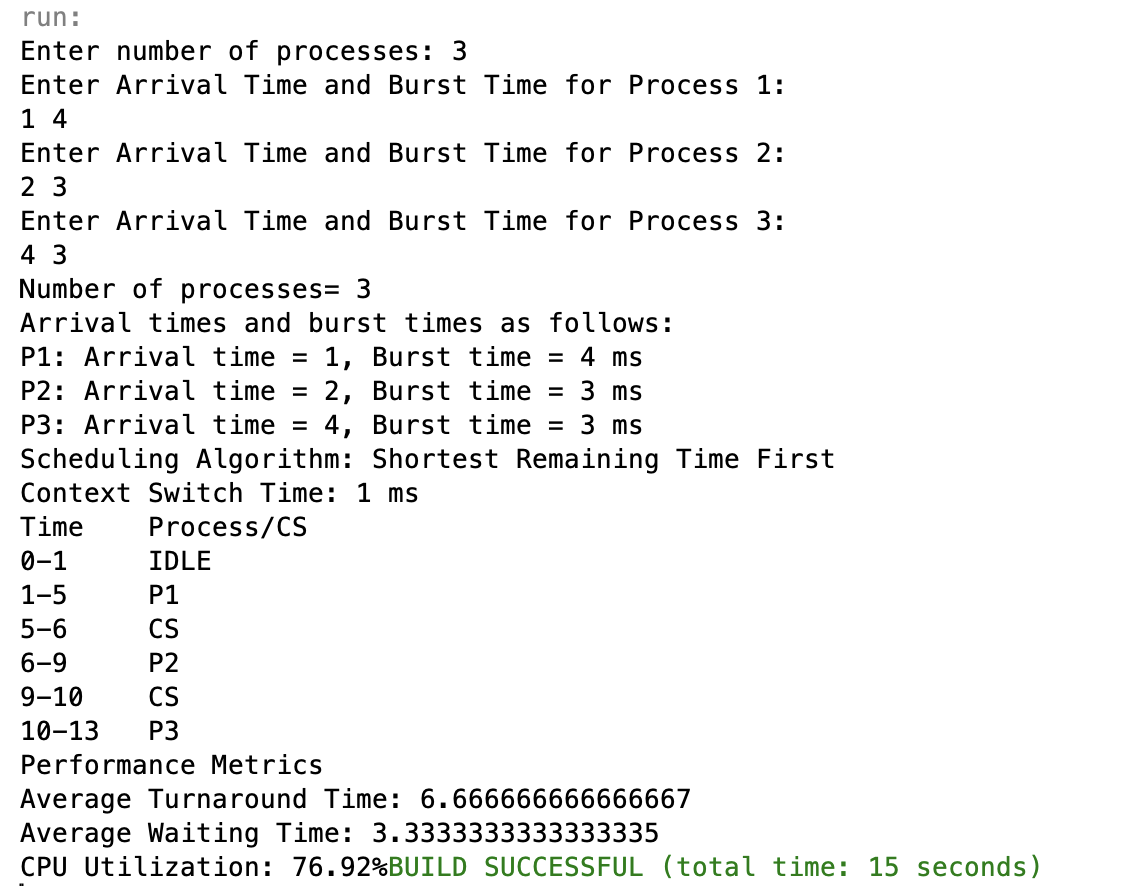


Figure 5: Demonstration of FCFS in SRTF for Equal Burst Times

* At time 4ms, both P2 and P3 have the same burst time (3ms).
* Since P2 arrived earlier (2ms vs. P3’s 4ms), FCFS ensures P2 executes before P3.
* After P2 completes execution, P3 runs next.
* This confirms that when two processes have the same next CPU burst time, the scheduler applies FCFS, ensuring that the process arriving first is executed first.

# **Conclusion:**

Finally, we realized that while the SRTF scheduling algorithm effectively reduces waiting and turnaround times by prioritizing shorter processes, it also increases context switching overhead, which negatively impacts CPU efficiency. Reducing the number of preemptions could improve CPU utilization, especially as the number of processes grows. Additionally, incorporating FCFS for processes with equal burst times ensures fair execution, prevents starvation, and maintains process order. This highlights the importance of balancing efficiency, fairness, and CPU performance in process scheduling to achieve optimal results.