2.)

Figure 8.2-page number 4

./mlfq.py -n 3 -q 10 -l 0,200,0 -c

Figure 8.3 page 4

./mlfq.py -n 3 -q 10 -l 0,180,0:100,20,0 -c

Figure 8.4 page 5

./mlfq.py -n 3 -q 10 -l 0,175,0:50,25,1 -i 5 -S -c

Figure 8.5 page 6

With priority boost

./mlfq.py -n 3 -q 10 -l 0,120,0:100,50,1:100,50,1 -i 1 -S -c

Without priority boost

./mlfq.py -n 3 -q 10 -l 0,120,0:100,50,1:100,50,1 -i 1 -S -B 50 -c

Figure 8.6 page 7

Without gaming tolerance

./mlfq.py -n 3 -q 10 -i 1 -S -l 0,200,0:80,100,9 -c

With gaming tolerance

./mlfq.py -n 3 -q 10 -i 1 -l 0,200,0:80,100,9 -c

Figure 8.7 page 8

./mlfq.py -n 3 -a 2 -Q 10,20,40 -l 0,200,0:0,200,0 -c

3.)time slice <= (max job length / jobs number)

4.) ./mlfq.py -n 3 -q 10 -l 0,50,0:0,50,9 -i 1 -S -c

5.)./mlfq.py -n 3 -q 10 -l 0,200,0:0,200,1:0,200,1 -i 1 -S -B 200 -c

6.)./mlfq.py -n 2 -q 10 -l 0,50,0:0,50,11 -i 1 -S -c

./mlfq.py -n 2 -q 10 -l 0,50,0:0,50,11 -i 1 -S -I -c