Process

currentState: enum

handlingProcessorType: enum

processID : string to integer using stoi()

arrivalTime : int responseTime : int cpuTime : int

terminationTime : int turnaroundTime : int waitingTime : int

Who are my children?: composition

FCFS

setters and getters

Scheduler

groupOfProcessors : list of processors pointers : Array

(initially) newList

blockedList terminatedList currentTimeStep pUI: use pUI->print()

readInputFile()

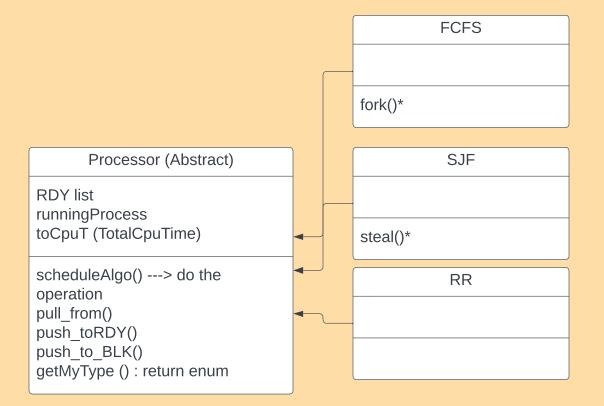
createOutputFile()

update()

// print (UI*)

run(){update then make UI showStatus}

creatProcess()*
creatCPU()*



```
void showStatus()
{

void print_string(string s)
{
 cout << s
}
 void startUp();</pre>
```

```
main()
{
    scheduler->readInputFile()

    loop
    {
        scheduler->run()
    }
}
```