Disk Scheduler

# Introduction

The point of this assignment was to implement a disk scheduler application using the “Strategy” pattern. A disk scheduler has the ability to run different algorithms, for the sake of this assignment, it will run the SCAN, First in First Out and Shortest Seek Time First algorithms. The user will have the ability to switch between them.

# Implementation

As Strategy uses interfaces, it makes it really easy to reuse the code. Each interface can be implemented in any class. Using interfaces makes the extendibility of the program a lot easier. Indeed, we can add the implementation of a new algorithm like C-LOOK or Circular by implementing the IStrategy in a new class. The logic of the program stays exactly the same which is a great point in terms of maintainability.

# User Interface

The following screenshot shows the user interface. The text box on the top represent the next head, or number to delete.

The label on the rights shows the current head.

The three radio buttons allow the user to select the desired algorithm.

The two buttons can start or stop the algorithms.

