Project title

Group members

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Introduction (1/2 page)

The aim of this project is to develop a job scheduler for a distrusted system. With specific relation to Stage 1 requiring the design and implementation of a “vanilla’ version of a client-side simulator that includes a basic scheduling function with a simple job dispatcher. The simple job dispatcher upon successful implementation will send all jobs to the first one of largest server type. The largest server type will need to be determined in order for this process to work.

System overview (1/2 page)

(High-level description of the system (both client-side simulator and server-side simulator with the focus being your client-side simulator), preferably, with a figure (your own, not one in ds-sim User Guide) showing the workflow/working of the system.)

Design (1 page)

(Design philosophy, considerations and constraints, functionalities of each simulator component focusing on the client-side simulator.)

Implementation(2 pages )

(Brief description of any implementation specific information including technologies, techniques, software libraries and data structures used. How each of components/functions of your simulator is implemented including who is in charge of which function(s) and how they have led the design and development.)

References

(Including project git repository/wiki, e.g., GitHub and Bitbucket.)