ASSIGNMENT #2 – CPU SCHEDULING

In this assignment, we are tasked to write a code and simulate the CPU scheduling algorithms: round robin (RR), shortest job first (SJF), priority scheduling without preemption (PR\_noPREMP), priority scheduling with preemption (PR\_withPREMP). I used two data structure to help me with this assignment. The data structures I used were Queues and Binary Search Tree (BST). Queue helps me to make a line of process in a circular manner. With this, I can access again the remaining process for the burst time and effective for implementing in round robin. The other data structure, which is BST, helps me to sort the process in order such as priority which is effective in the priority scheduling. Below are the screenshots of some of the output that I tested from the given input.

A screenshot of a computer

Description automatically generated

A screenshot of a computer

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In this assignment, I ran into problem on including arrival time to the scheduling which gives me a hard time giving a correct sequence of processes as well as the right computation of the average waiting time. I also got a problem with the priority scheduling with preemption as I cannot do both arrival time that I encountered first and the concept of preemption into the coding.