

Operating Systems Project: Process Scheduling Simulation

◆ What You Will Do

You will **write a program** that simulates how an **Operating System schedules processes** using different algorithms.

Step 1: Read Process Data from a File

1. **Create a text file** (e.g., `processes.txt`) with a list of processes.
2. Each process should have:
 - o **Process ID (PID)**
 - o **Arrival Time** (When the process arrives in the system)
 - o **Burst Time** (How long the process needs the CPU)
 - o **Priority** (If using Priority Scheduling)

Example of `processes.txt`:

PID	Arrival_Time	Burst_Time	Priority
1	0	5	2
2	2	3	1
3	4	2	3

3. Your program should **read this file** and store the data in memory.
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Step 2: Implement Two Scheduling Algorithms

You must write code for **at least two** of these CPU scheduling algorithms:

- First-Come, First-Served (FCFS)** → The first process that arrives runs first.
- Shortest Job First (SJF)** → The process with the smallest burst time runs first.
- Round Robin (RR)** → Each process gets a fixed time (time quantum), then the next process runs.
- Priority Scheduling** → Processes with a higher priority run first.

Each algorithm should:

- Sort the processes based on the algorithm's rule.
- Simulate execution (decide which process runs at each step).
- Calculate **Waiting Time (WT)** and **Turnaround Time (TAT)**.

✓ Step 3: Display a Gantt Chart (Execution Order)

1. Your program should **show the order in which processes run**.
2. Display a **simple text-based Gantt chart** in the console.

Example Output:

	P1	P2	P3	P1	P4	
0	2	5	7	12	15	

3. At the end, print:
 - o Waiting Time (WT) for each process
 - o Turnaround Time (TAT) for each process
 - o Average WT and TAT

✓ Step 4: (Optional) Implement Memory Management

If you want to go further, you can add **memory allocation**:

- ✓ First-Fit, Best-Fit, or Worst-Fit allocation
- ✓ Simulate paging and page replacement (FIFO, LRU)

✓ Step 5: Submit Your Work

1 Only C, C++, or Java source code is accepted. Submissions in any other language will not be graded and will receive a zero (0).

2 Your input file (`processes.txt`) and sample output (Gantt chart + calculations).

3 A short report (2-4 pages, PDF) explaining:

- What scheduling algorithms you implemented
- Sample test cases and results
- Any challenges you faced

Submission Requirements

Each group must submit:

1 Source Code

- Provide a well-documented **C, C++, or Java program**.
- Use **command-line arguments or a menu-driven approach** for user input.

2 Sample Input & Output

- Submit a test file and corresponding output.
- **Example Output (Gantt Chart Representation):**

	P1	P2	P3	P1	P4	
0	2	5	7	12	15	

- Display **waiting time, turnaround time, and CPU utilization** in the final output.

3 Report (2-4 Pages, PDF)

- **Overview:** What algorithms were implemented?
- **Implementation Details:** How did you handle process scheduling?
- **Results:** Show sample runs and performance comparison (e.g., FCFS vs. RR).
- **Challenges & Solutions:** What difficulties did you face?

Grading Criteria

Category	Points	Description
Correct Implementation of Two Scheduling Algorithms	40	Must work correctly & produce expected results
Gantt Chart & Performance Metrics	20	Shows execution order, waiting time, and TAT
File Handling & Process Input	10	Reads input file correctly
Code Quality & Documentation	10	Well-structured, readable, and commented code
Report Quality	10	Clear explanation & sample outputs
Bonus (Memory Management)	10	Extra points for implementing memory management

Final Notes

- ✓ **Collaboration is encouraged, but each project must be unique.**
- ✓ **You do NOT need to pay for anything** – Use free tools like C, C++, or Java.
- ✓ **No special software is required** – A basic text editor and compiler are enough.
- ✓ **Test your program with different process sets before submitting.**
- ✓ **Think practically—how does an OS efficiently schedule processes?**

Why This Project?

- Real-World Application** – This project helps you understand **how real operating systems handle CPU scheduling**.
- Hands-On Learning** – By writing scheduling algorithms, you gain practical **OS programming experience**.
- Scalable** – Can be completed in **C, C++, or Java** based on your experience.
- Engaging** – Instead of theoretical learning, you **simulate real process scheduling**.

Key OS Concepts Covered

- **Process Scheduling** (Core topic in OS)
- **CPU Scheduling Algorithms** (FCFS, SJF, RR, Priority)
- **Memory Management** (Optional but beneficial)
- **File Handling** (Reading process data from a file)

Real-World Applicability

- These concepts **directly translate** to real-world **OS scheduling mechanisms**.
- Helps you **prepare for exams, interviews, and OS-related jobs**.