ABSTRACT

Open graphics library (openGL) is a cross language is a cross platform application programming interface (API).for rendering 2D and 3D vector graphics. The API is typically used to interact with a graphics processing unit, to achieve hardware-accelerated rendering. The API is defined as the set of functions which may be called by the client program, alongside a set named integer constants. Although the function definition rare the superficially similar to those of the programming language C, they are language independent. As such, openGL has many language bindings.

First In First Out is called first come first served scheduling method. The processes are dispatched according to their arrival time at the ready queue. First In First Out is non-preemptive CPU scheduling algorithm. It is simple to implement because it uses a First In First Out queue. This algorithm is fine for most of the batch is that operating systems. First In First Out is not useful in scheduling interactive with the processes because it cannot guarantee short response time. When new process come enters into the system, its process control block is linked to the end of the ready to queue and it is removed from the front of the queue.

Turnaround time is unpredictable with the First In First Out algorithm.

We show the animation of working First Come First Serve. This project can also is used for education purposes…