Job Object Class

<u>Attributes</u> (make "friendly"/"protected")

- arrTime   - random   1-250
- cpuBurst   - random   2-15
- priority   - random   1-5 (5 is highest)
- exitTime   - algorithm result
- turnAroundTime - algorithm result
- remainingTime - updated in algorithms

Methods:

- constructor(s)
- toString (to display initial jobs and algorithm results)
- compareTo (general, by arrival time)

  // Note: different algorithms may need a different compare, i.e. by priority, etc.
  Those can be defined in the algorithm methods.

algorithm methods.