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CS149 – Summer 2013

Assignment #1 - Report

\*\*\*\*\*Final Statistics in 5 simulations\*\*\*\*\*\*\*\*\*\*

===Algorithm: FCFS===

|AVE(turnaround) 16.610065

|RA(waiting time) 11.381213

|GE(response time) 12.3239975

===End Algorithm: FCFS===

===Algorithm: SJF===

|AVE(turnaround) 13.488083

|RA(waiting time) 8.259232

|GE(response time) 9.202017

===End Algorithm: SJF===

===Algorithm: SRT===

|AVE(turnaround) 12.210684

|RA(waiting time) 7.086364

|GE(response time) 7.0818925

===End Algorithm: SRT===

===Algorithm: HPF\_NP===

|AVE(turnaround) 17.438549

|RA(waiting time) 12.209696

|GE(response time) 13.152479

===End Algorithm: HPF\_NP===

===Algorithm: HPF\_P===

|AVE(turnaround) 19.186535

|RA(waiting time) 14.094007

|GE(response time) 8.064555

===End Algorithm: HPF\_P===

===Algorithm: RR===

|AVE(turnaround) 19.971676

|RA(waiting time) 14.708937

|GE(response time) 3.6007774

===End Algorithm: RR===

\*\*\*\*\*End Final Statistics in 5 simulations\*\*\*\*\*\*\*\*\*\*

-Above is one of the final statistics after I generate 5 simulations.

-Basing on the result, we can conclude that

+Shortest Remaining Time has the lowest turnaround time

* It is preemptive and gives high priority (not our priority value) to the short process. Then short process does not have to wait for long time in the queue

+Shortest Remaining Time has the lowest waiting time

* Same reason about

+Round Robin has the lowest respond time

* It allows executing the new process one time slice immediately after it arrives. It well support the multi-spread system, but it requires a lot of memory to run.

-How to run un the program:

+Extra the .zip (or .rar) folder

+Place all in the src folder

+Run test.java