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Hi! Here's some information on my project thus far:
- It's a C++ project that I've been coding in a MacOS environment using the command: *g++ Main.cpp Process.cpp Scheduler.cpp*
    - (Please let me know if you have any trouble running it!)
- This is my first C++ project ever so it's been a fairly big learning curve, but I do think I'm beginning to get a grasp on good object-oriented design in C++
- I implemented all of the requirements for this step of the project to the best of my understanding
    - **4 program files**
    - **Program file random generation** (although it's not connected to the scheduler right now, it could easily be integrated in the future to randomize on each run)
    - **Assigning a PCB**
        - Implemented: Process ID, burst time, status, priority
        - Yet to be implemented: arrival time, (and more possibly?)
    - **Having a single scheduler that optimizes the process running cycle**
        - I've implemented a scheduler with 2 different algorithms
            - First-Come-First-Serve and Round Robin
            - Right now the round robin is what the scheduler is running -- the code to run the first-come-first-serve is commented out
        - Reads from program files and generates required number of processes,
        - Handles processes on different queues in real time (waiting queue yet to be implemented in this phase of the project)
- I have written **A LOT** of comments and documentation to try and stay organized and let you know what all of my code is doing but if you have any questions please let me know!
- I've really been enjoying your class and your lectures are very interesting to listen to (even for a pretty dry subject matter in operating systems). Just wanted to say thank you for caring about teaching us.