

## Readme file

For short job first file, we take two arrays as input of which one is for arrival time, the other for burst time and an integer n which basically is the length of the array. To determine the average waiting time, we firstly declare an object of the type sjf using the constructor with parameters as array1, array2 and integer n. then we declare another variable avwt of type double which calls the method getAvwait which determines the average waiting time.

For the Round Robin Scheduling we make use of Array Queue as the main ADT. We make use of two classes in here namely Array queue and process. It takes n (number of processes), an array of type int (which stores the burst time), time quantum and arial times (optional). Then we call the method namely .averageWaitingTime which has no parameters and it returns the result (the average waiting time).

For the Combined Round Robin and Priority, we make use of two arrays of which one stores the burst time while the other store the arrival time , and two variables of type int which stores quantum and n respectively. We make use of the method avgWaitingTime in order to find the average waiting time for the given input