

# CPU SCHEDULING

## TEAM MEMBERS –

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# Problem Statement

- ❑ implement a framework for CPU scheduling with three scheduling algorithms: FIFO, round robin, and shortest job first (SJF).
- ❑ It is a process of determining which process will own CPU for execution while another process is on hold. The main task of CPU scheduling is to make sure that whenever the CPU remains idle, the OS at least select one of the processes available in the ready queue for execution.

# CPU SCHEDULING

Inputs :

*Arrival Time*

*Burst Time*

Outputs :

*Turn Around Time*

*Waiting Time*

*Comparison b/w algorithms to know which is faster and efficient*

# Concepts to be used

- Classes and Objects
- Abstraction
- Inheritance
- Polymorphism
- Packages and Interfaces
- Exception handling
- Multithreaded programming
- Collections Framework
- Swing

THANK YOU