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Project-2 Preview (10 pts)
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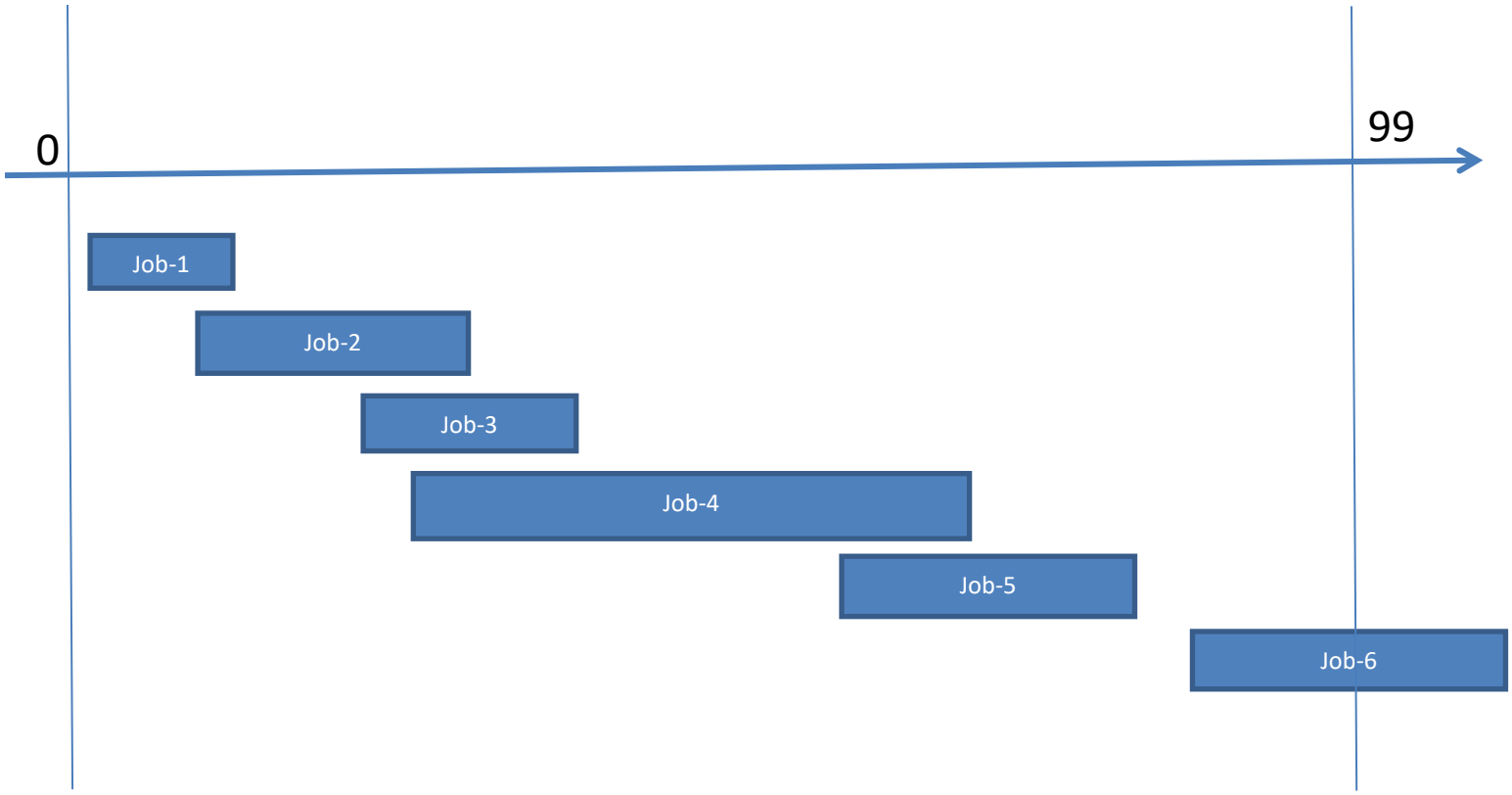
Process Scheduling Algorithms

We will build simulation written in Java or C programming language that experiment with different runs using different process scheduling algorithms:

The total simulation time is 100 quantum/time-units.

First generate your workload. A process is represented by
<arrival time, runtime, priority>

- Use specific seed value for your random number generator.
- Unix **rand**() function returns random number between 0 and RAND_MAX (32767).
- ```
  #include <stdlib.h>
  int main()
  {
      int seed = time(NULL);
      srand(seed);                    // guarantee consistency when debugging
      int arrival_time = rand() % 100;    // will return num between 0 and 99
      int service_time = (rand() % 11);    // will return num between 0 and 10
      if (service_time = 0) service_time += 0.1;    // service_time = 0.1 .. 10
      int priority = rand() % 5;
      if (priority = 0) priority += 1;          // priority between 1 .. 4
  }
  ```
- Generate ~10 jobs, sort them based on arrival time. Run and verify that CPU is never idle more than 2 quanta waiting for work to do. Otherwise increase number of jobs.
  ```



- No process is allowed if start time > 99, but a job can complete after time = 100 quantum.
- CPU is scheduled at quanta boundary, i.e., if processes completed before end of quanta then CPU will be idle the remaining of this quanta
- Generate 5 sets of workloads. Each algorithm is run 5 times and get average per algorithm.

Definitions:

- Turnarund time: Time required for a particular process to complete, from submission time to completion. It is equal to the sum total of *Waiting time* and *Execution time*.
- Response time: The time taken in a program from the issuance of a command to the commence/beginning of a response to that command.(i.e., the time-interval between submission of a request, and the first response to that request).
- Wait time = TAT – Service time