Design

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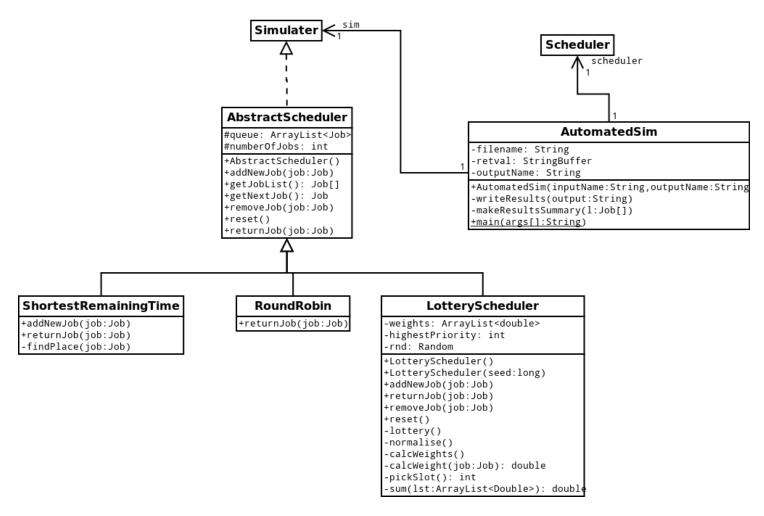


Figure 1: Class Diagram for the scheduling algorithms and automated simulator created for this project.

1.1 Description

Figure 1 shows the class diagram for the classes that I have created for this project. Note that the Simulator, Scheduler and AbstractScheduler classes were not created by me and were provided with the existing system, but are shown here to illustrate how my classes extend from the current implementation. This diagram mainly documents the three additional scheduling algorithms I have implemented for this assignment; specifically shortest time remaining, round robin and weighted lottery scheduling. Additionally, the diagram also shows a fourth class called AutomatedSim which was used for testing purposes. This section provides a brief description of each class.

1.1.1 ShortestRemainingTime

ShortestRemainingTime contains the implementation of the shortest time remaining algorithm. This class overrides a couple of the methods inherited from the AbstractScheduler class to add some implementation specific functionality and adds an additional method called findPlace. The findPlace method calculates the amount of processing a job requires until it finishes and places in the queue according to this value with smaller remaining times being closer to the front. The addNewJob method just calls findPlace, while returnJob removes to job from its old position first and then re-inserts it to its new position using findPlace.

1.1.2 RoundRobin

The *RoundRobin* class has the simplest implementation of the three scheduling algorithms. It overrides the *returnJob* method by removing the returned job from the front of the queue and placing at the back.

1.1.3 LotteryScheduler

In contrast with RoundRobin, LotteryScheduler has a much more complex implementation. This class provides two constructors: one used in actual scheduling and one which accepts a seed to be used its random number generation. LotteryScheduler overrides four of the methods from AbstractScheduler. This is because a random lottery is performed both when a job is returned to the queue and when a new job is added. The removeJob method must also be overridden because the corresponding weight associated with a job must also be removed at the same time. For similar reasons the reset method has also been overridden.

Additionally, this class also has several other methods to help with the running and maintenance of a random weighted lottery. The *lottery* method selects a new job based on the weights and inserts it at the front of the queue. This method is called at both the returnJob and addNewJob methods. The calcWeights method will iterate over each job in the queue and re-calculate the weight for the job based on its priority using the calcWeight method. The calcWeight method works on the basis that the lower the priority number, the greater importance the job has. The highestPriority variable is used here to calculate the weighting. The normalise method normalises the weights after a re-calculation to be within the range 0-1. The pickSlot method chooses a job based on the random weights and returns its index. Finally, sum is a simple utility function to return the sum of all the numbers in an ArrayList.

1.2 AutomatedSim

The AutomatedSim class provides a way to run the same set of tests multiple times and is designed to be used with non-deterministic schedulers to produce a CSV file that can be analysed to find how a non-deterministic scheduler works in the general case. The automated simulator class is a runnable class which takes two file names as command line parameters. These two file names are the input jobs file and the name of the file to output the results of testing to. The constructor to this class simply takes the two command line arguments passed in from the main method. The two other methods in this class are writeResults which outputs the contents of the retval instance variable to a CSV file and makeResultsSummary which formats the results of a test into CSV format.