#### Folder Navigation- My university coursework

### ADDS- Algorithm Design & Data Structures- OOP & Data Structure Practice

The RPS folder contains a rock-paper-scissors program that practices inheritance with multiple objects, each following different constraints.

# **ADSA- Algorithms and Data Structure Analysis**

Assignment 1- School Method for Integer Addition and Karatsuba Algorithm for Integer Multiplication

Assignment 2- Binary Tree Traversal, AVL Tree Insertion and Deletion

Assignment 3- Hash table with linear probing

Assignment 4- C++ Implementation of Graph Algorithms

# **OS- Operating systems- Scheduling Program Group Project**

Priority scheduler- The program is created for a single-player arcade game machine, and uses Highest Response Ratio Next (HRRN) Scheduling. There are two queues, a priority queue for high-priority members and a regular queue for non-members. The program avoids indefinite waiting by placing non-members into the priority queue if they have been waiting for too long. If the system is occupied for too long, the current player is also required to release the machine and move back to the waiting queue.

### **WDC- Web and Database Computing**

Exam- Cinema seating and ticketing website with mySQL database implementation.

Group- Event Planning Web and Database project.