Changes in file proc.h:

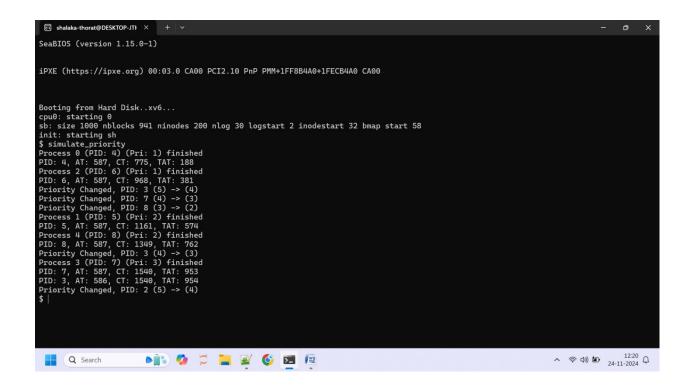
```
// Per-process state
struct proc {
                                // Size of process memory (by
  uint sz;
  pde t* pgdir;
                                // Page table
                                // Bottom of kernel stack for
  char *kstack;
  enum procstate state;
                                // Process state
                                // Process ID
  int pid;
  struct proc *parent;
                               // Parent process
                               // Trap frame for current sys
  struct trapframe *tf;
                               // swtch() here to run proces
  struct context *context;
  void *chan;
                               // If non-zero, sleeping on c
  int killed;
                               // If non-zero, have been kil
  struct file *ofile[NOFILE]; // Open files
  struct inode *cwd;
                               // Current directory
  char name[16];
                               // Process name (debugging)
```

ROUND ROBIN:

FCFS:

PRIORITY:

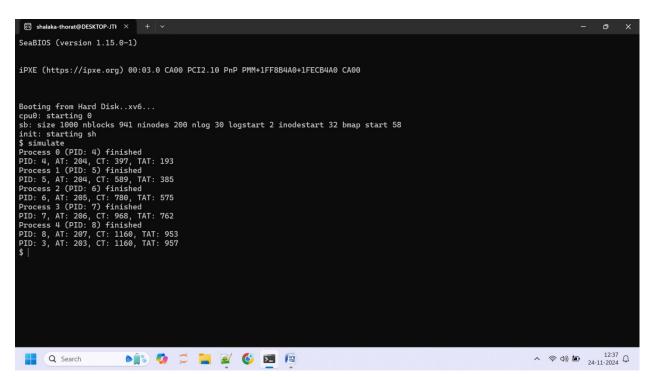
PRIORITY WITH AGING:



VARIED ARRIVAL TIMES:

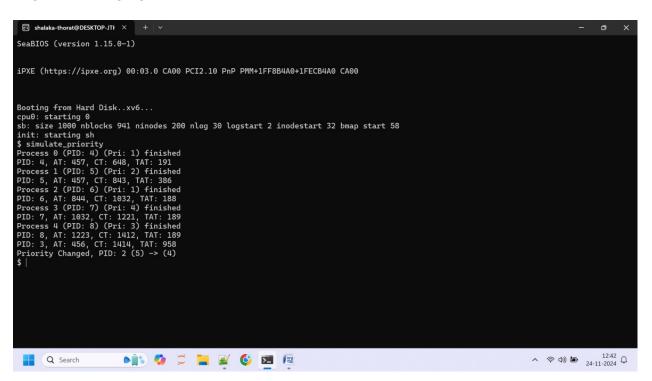
ROUND ROBIN:

FCFS:



PRIORITY:

PRIORITY WITH AGING:



VARIED WORKLOADS:

ROUND ROBIN:

```
SeaBIOS (version 1.15.0-1)

iPXE (https://ipxe.org) 00:03.0 CA00 PCI2.10 PnP PMM+1FF8B4A0+1FECB4A0 CA00

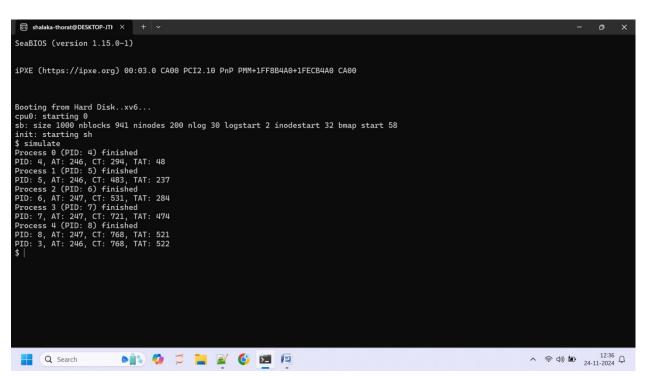
Booting from Hard Disk..xv6...

cpu0: starting 0
sb: size 1000 nblocks 941 ninodes 200 nlog 30 logstart 2 inodestart 32 bmap start 58
init: starting sh
$ simulate
Process 2 (PID: 6) finished
PID: 6, AT: 182, CT: 433, TAT: 251
Process 4 (PID: 8) finished
PID: 8, AT: 182, CT: 434, TAT: 252
Process 6 (PID: 4) finished
PID: 4, AT: 182, CT: 434, TAT: 252
Process 6 (PID: 4) finished
PID: 7, AT: 182, CT: 731, TAT: 549
Process 1 (PID: 5) finished
PID: 5, AT: 182, CT: 732, TAT: 550
PID: 3, AT: 181, CT: 732, TAT: 550
PID: 3, AT: 181, CT: 732, TAT: 551
$ 

Q Search

Q Search
```

FCFS:



PRIORITY:

PRIORITY WITH AGING:

