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Lab 5

Cpre 308

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In this lab we implemented four different scheduling algorithms that an operating system might utilize which we discussed in lecture. The first one was a first-come-first-served algorithm. This one was really easy to implement. It basically just means we finish the most recent program first. Therefore, I just use brute force to find the most recent arrival time and return that program while there are unfinished programs. Shortest remaining time was very similar but I just changed what parameter I was comparing.

The round robin was a little bit more complicated. For this one I had to keep track of a static integer to keep track of what program was previously run and used the mod function to wrap around when it came time to. The round robin priority was easy once I figured out the round robin. I used three loops and added the priority as a parameter that I checked for. Overall I am very curious about how these algorithms actually work. The methods I used seem like they are very slow and I find it hard to believe that's how an OS like windows that runs a ton of programs approaches scheduling.