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Operating Systems
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Group Project 4: CPU Scheduler

For our project, we decided to write the code in Java for this time, as we wanted to get more familiar with other coding languages since we always picked on writing code in C languages. During the process of completing the assignment, it became obvious that we needed many constructor and overriding functions. Additionally, following the instructions, we separated the task scheduling logic from the main program. Which allows for easy addition or modification of scheduling algorithms without changing the core logic of the program. Each scheduling algorithm is encapsulated within its own class **FCFS**, **Priority**, **RR**, to promoting code reusability and maintainability. We also made sure to include error handling, to checks for the correct number of command-line arguments and exits with an error message if the arguments are not provided correctly. This enhances the robustness of the program.

For **contribution**, we both worked together on writing the code, including the thought process and considerations of how we should approach calculating the need constructor and other functions. Additionally, for the documentation, Montserrat and I discussed and wrote together to complete this documentation part of the assignments. She also contributed to completing the video assignments by providing voice-over and explaining how the code runs. Thank you.