***NTCU OS HW3 report 2018***

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| Question | Answer |
| Q1.  Briefly describe about your data structure for recording process’ time or anything you need to record. | Used a struct named “Process” with members: 1. waitingTime: record waiting time  2. turnaroundTime: record turnaround time  3. id: record id of process before sorting  4. arriveTime: record process arrive time and update with new arrive time  5. burstTime: decrease after proceed  6. is\_finish: marked TRUE if finish processed  7. proceedTime: used in ROUND ROBIN and MULTILEVEL FEEDBACK QUEUE to record how many time this process is processed |
| Q2.  How to simulate process scheduling? | The cpp code read input from text file that provide arrive time, burst time and number of process. After that scheduling algorithm try to increment a variable called “timeCount” by 1 every time a process is processed. |
| Q3.  Some problems you meet and how to resolve. | Forgot to update some variable and messed up some rule of the scheduling algorithm, cost some time to solve it. |
| Q4.  What you learned from doing OS hw3 and something you want to discuss with TAs. | How scheduling algorithm works and how it affects waiting and turnaround time for OS to schedule process. |