

To test my program and the stats at the bottom, I tried different values for quit prob and for the min and max times for the values. One thing I noticed was a lower quit prob gave me higher max queue sizes for each of the servers. Also, when quit prob is low I saw jobs lasting for a very long time in my program. When I set quit prob to 20, I saw jobs not quitting until 100 more jobs were created. Also, if I lowered the arrival time for the disks there max queue size would go up and same with the CPU. I made the CPU time 200 and the arrival max time 30 and saw the disk queues get bigger because once it would leave the CPU its time would be very higher so it would be sitting in the queue for longer waiting for it to be first in the priority queue. Changing the times around helped me debug my average queue size and max queue size solutions.