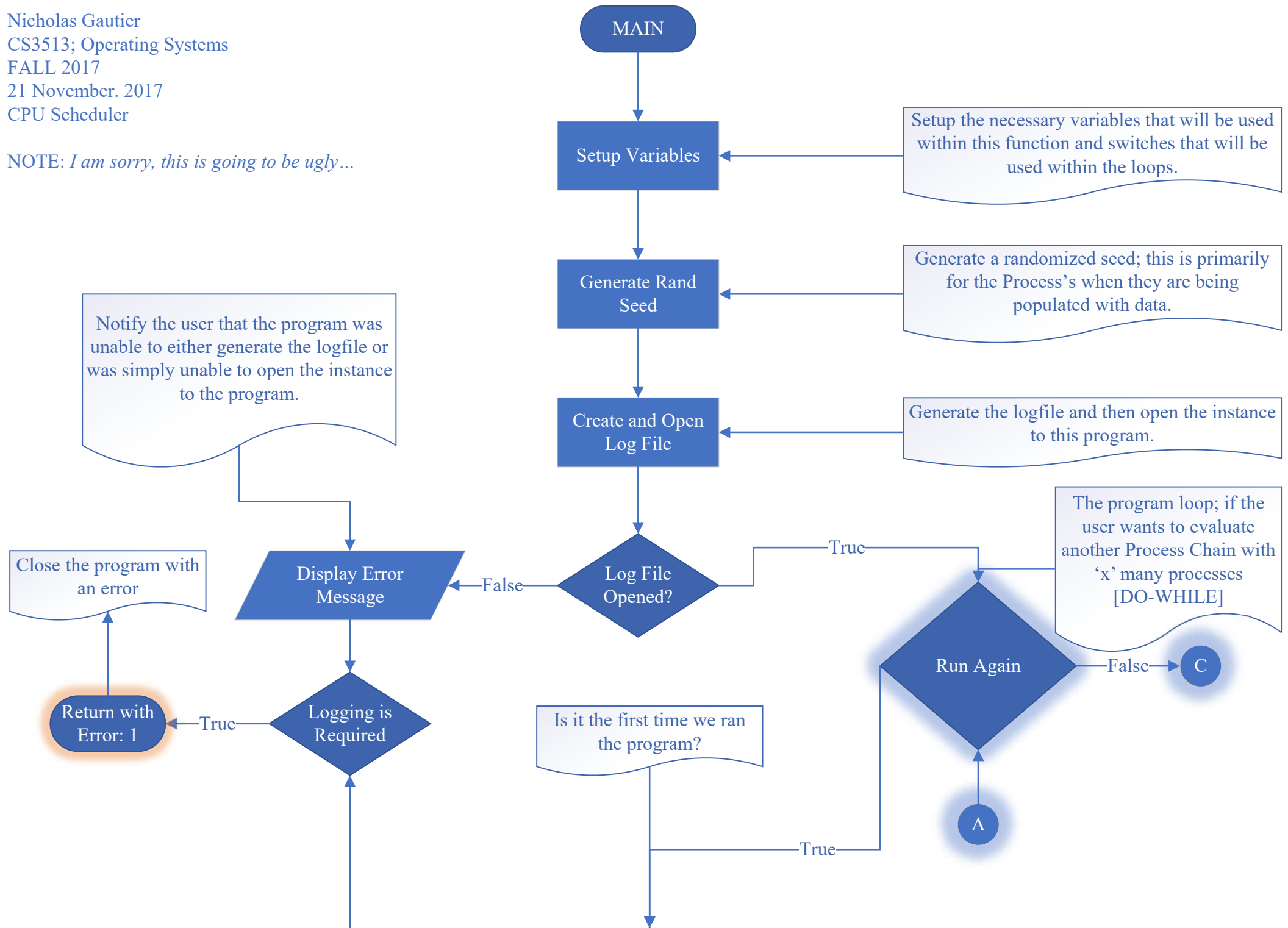
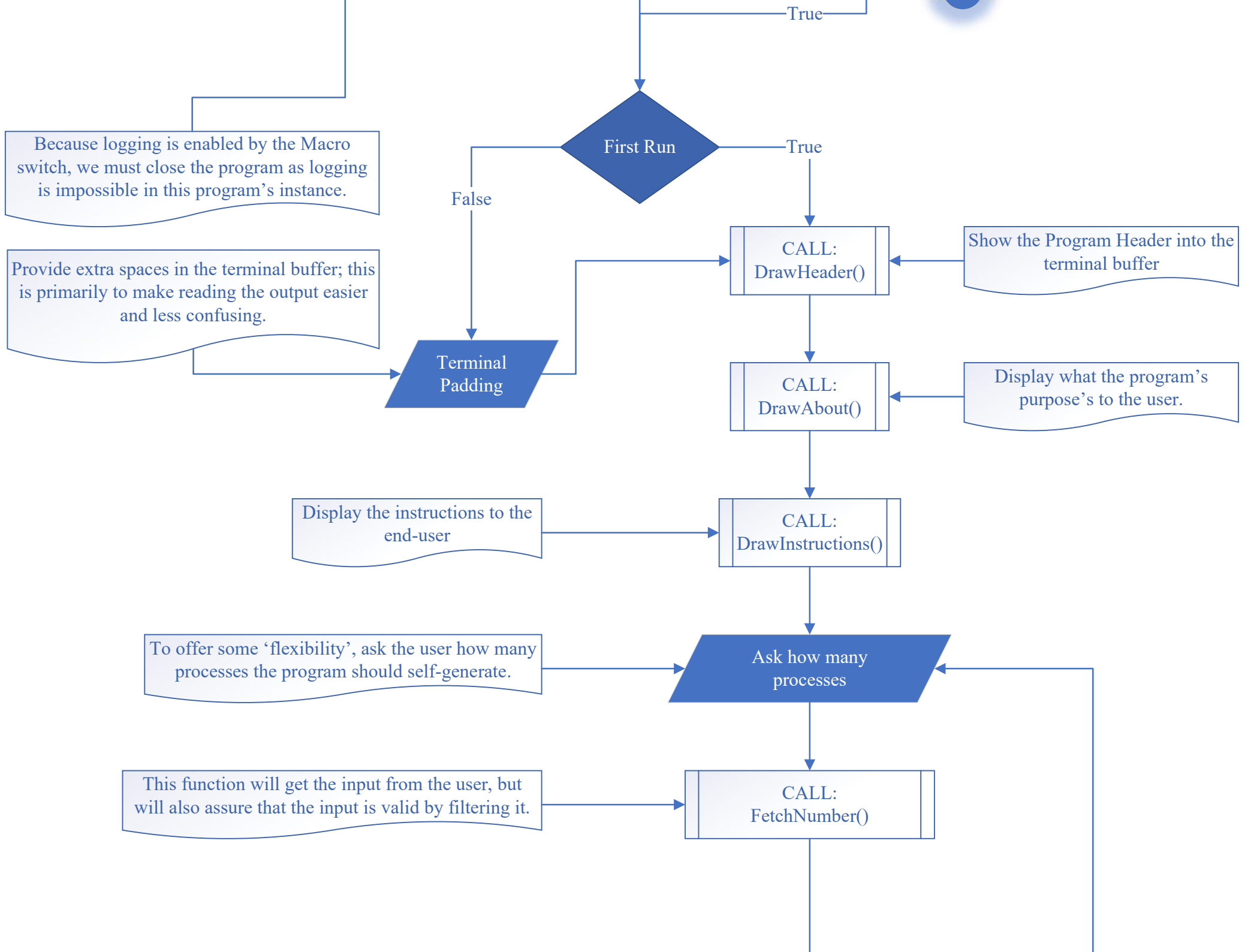
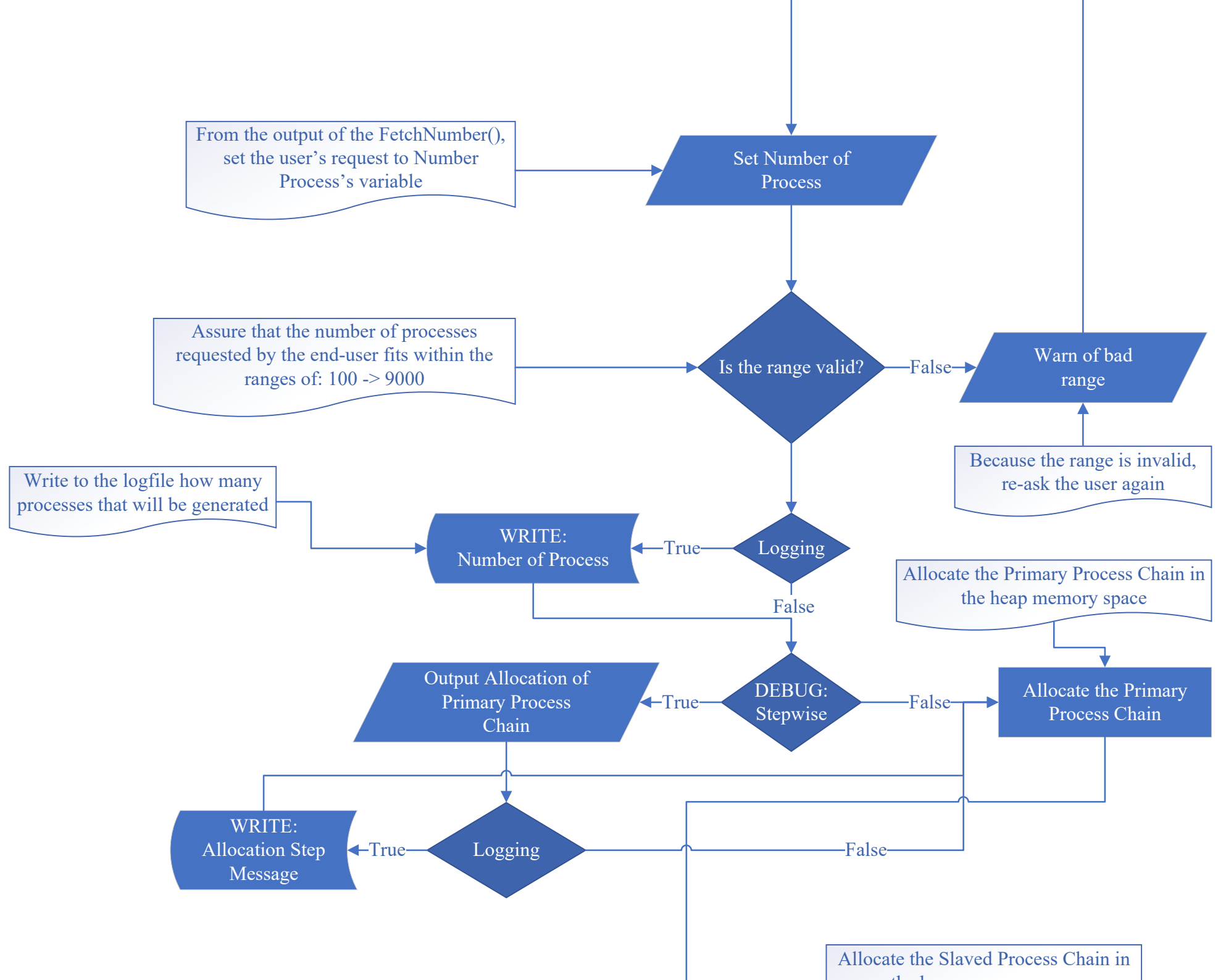
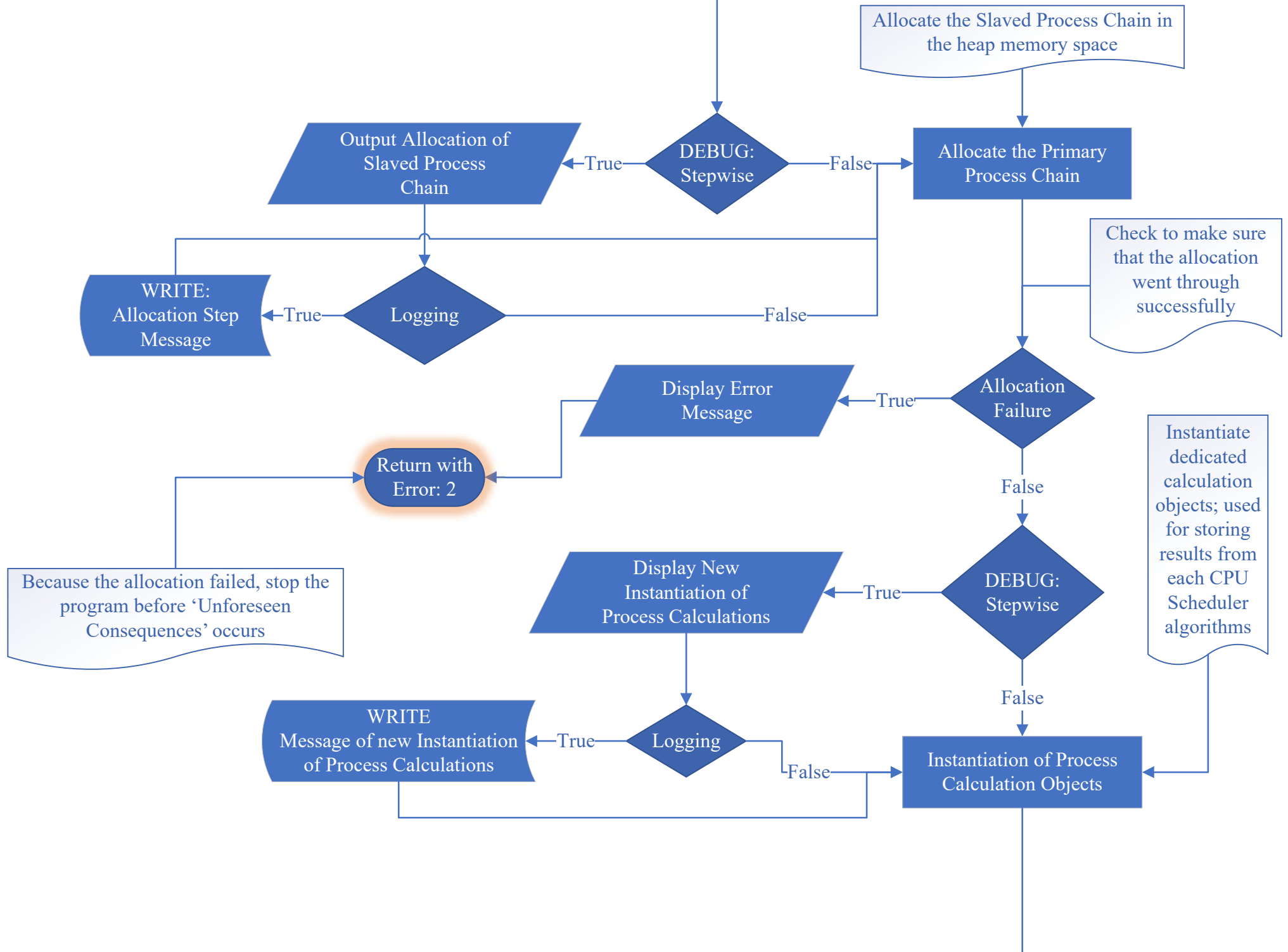


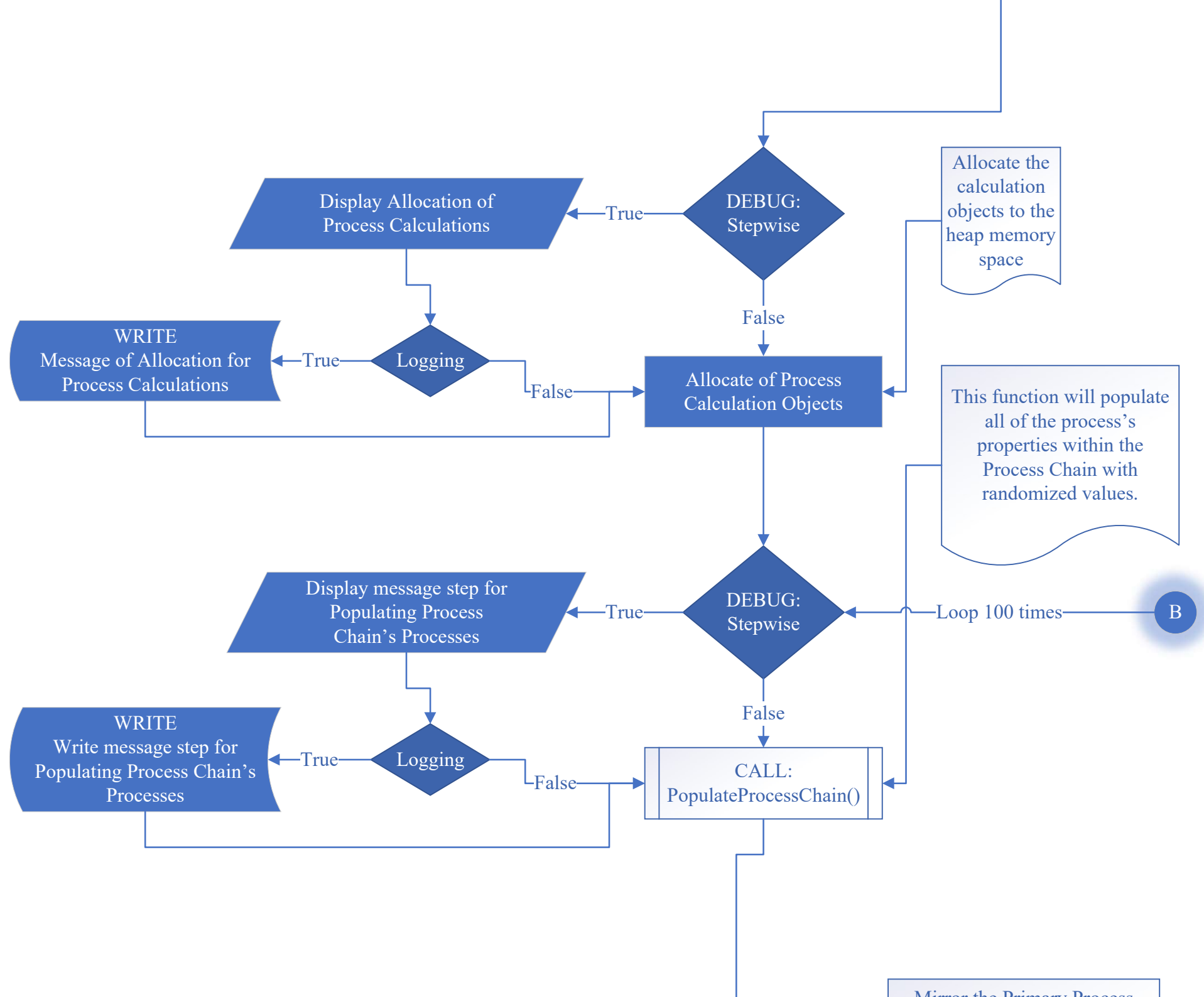
NOTE: *I am sorry, this is going to be ugly...*

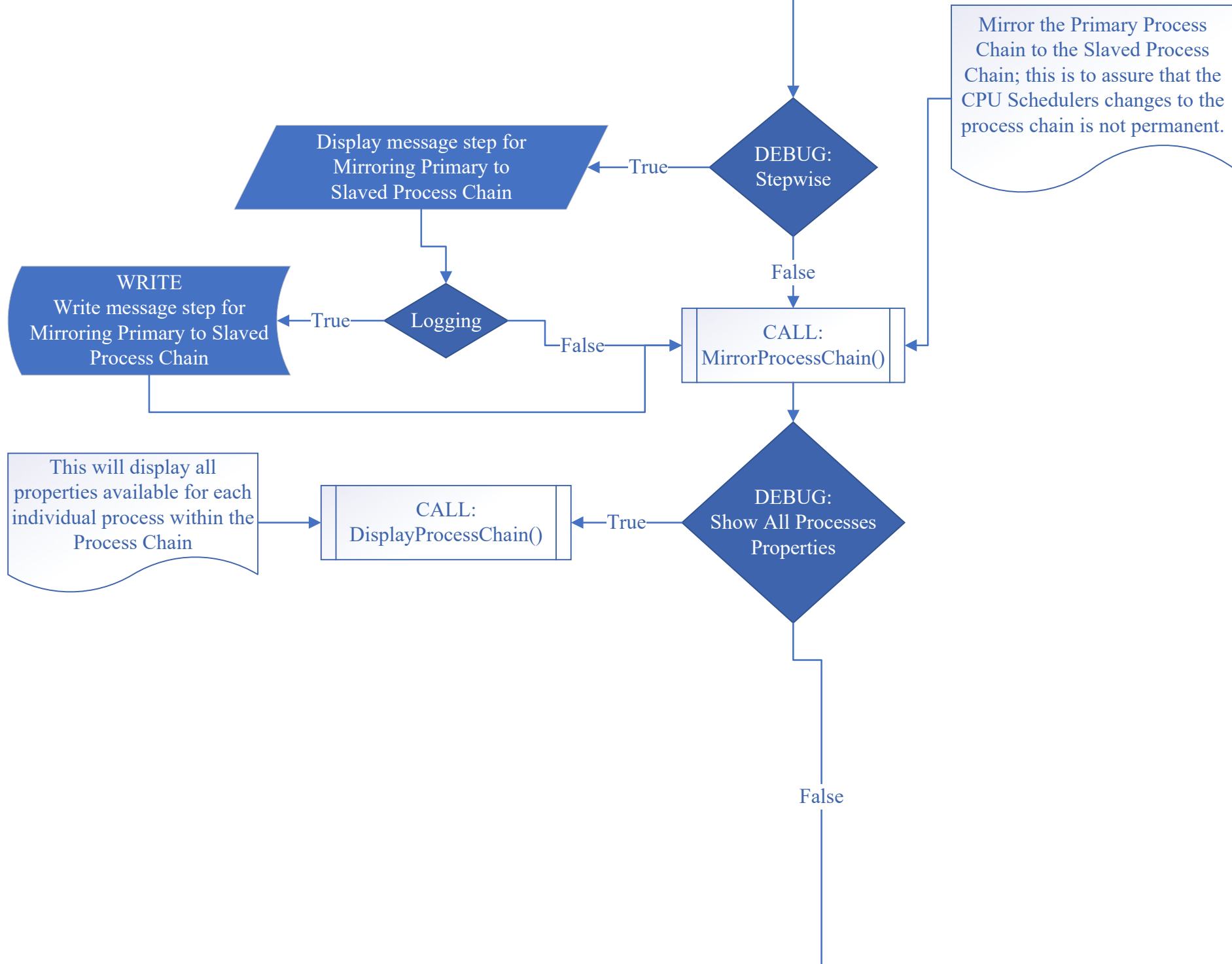


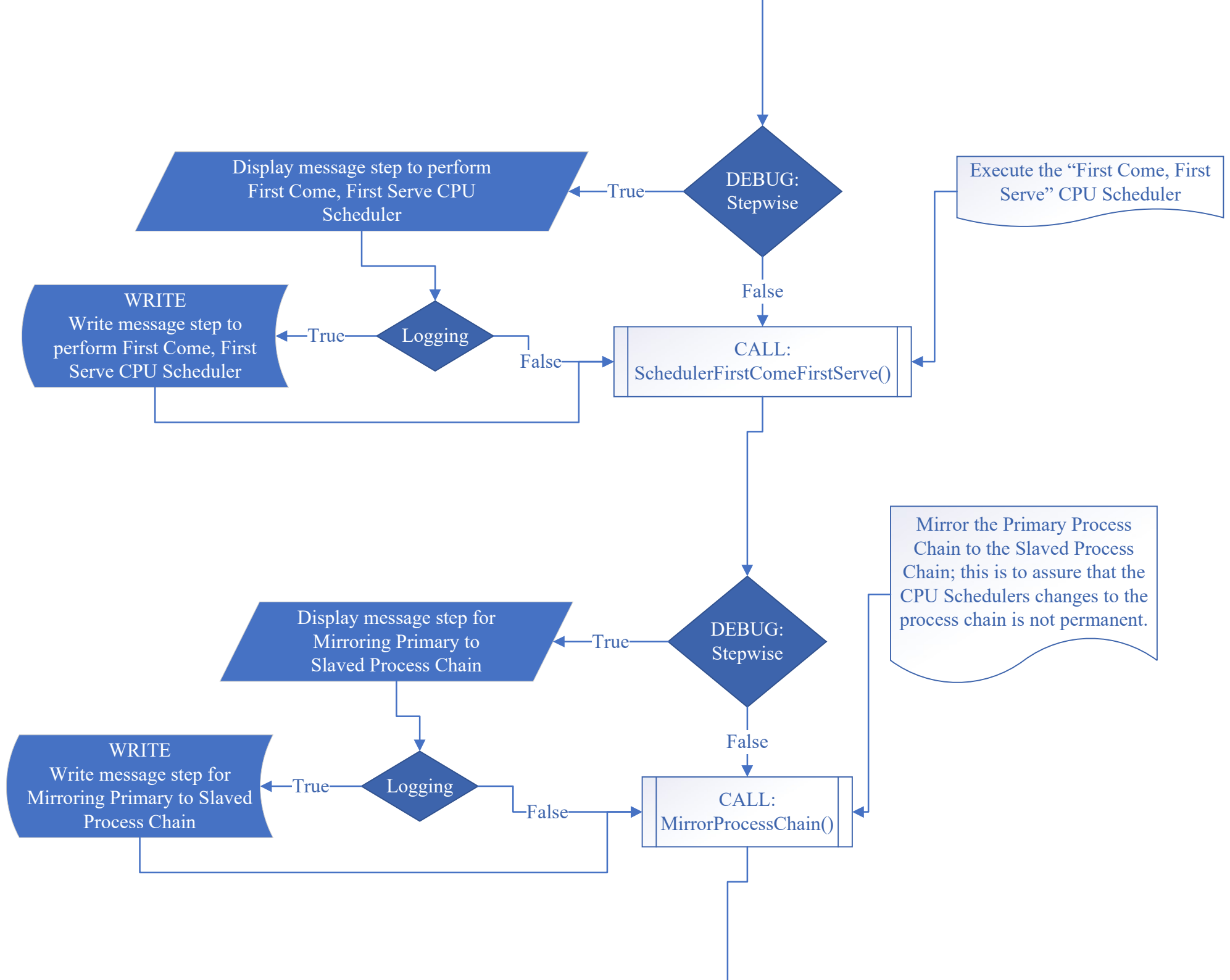


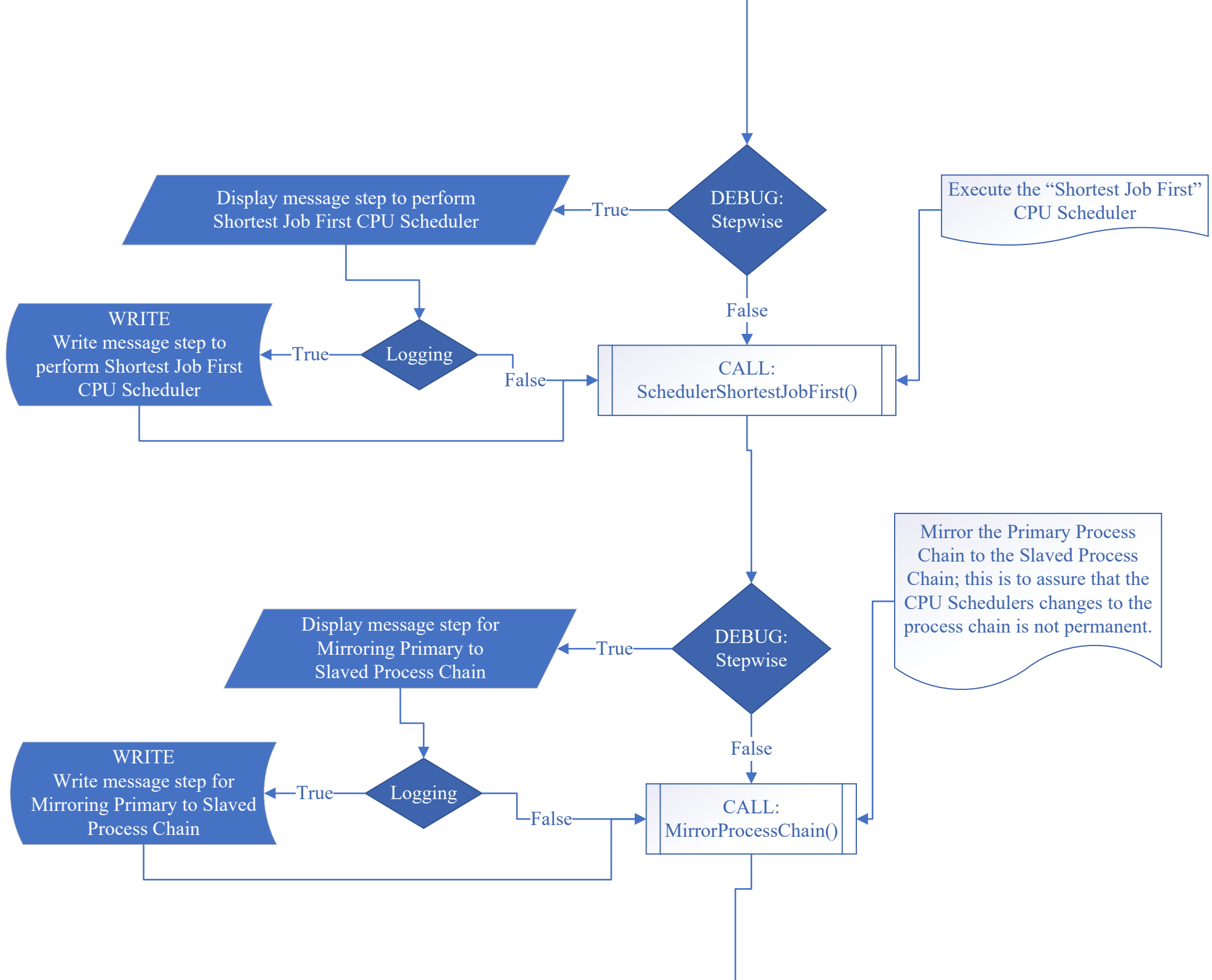




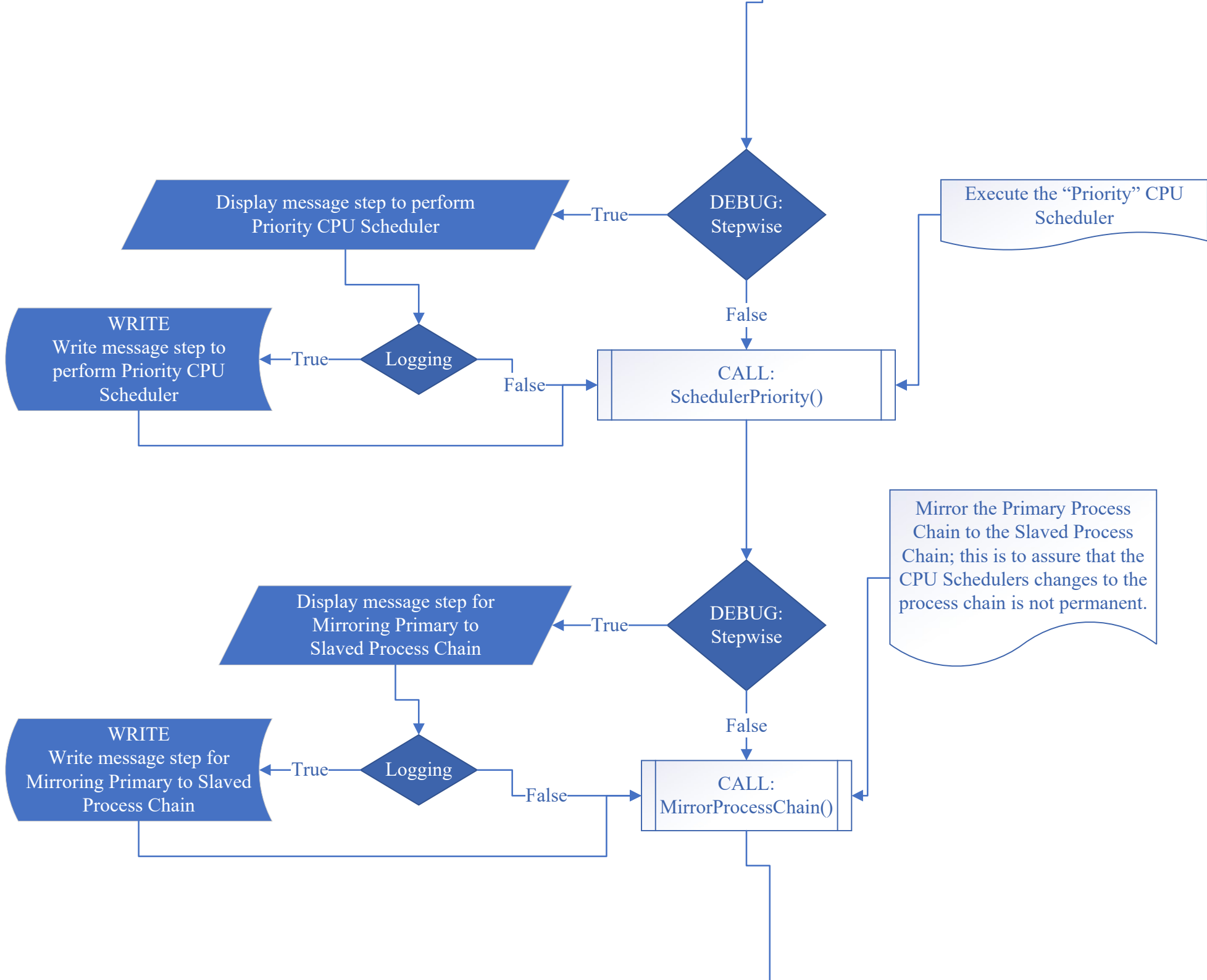


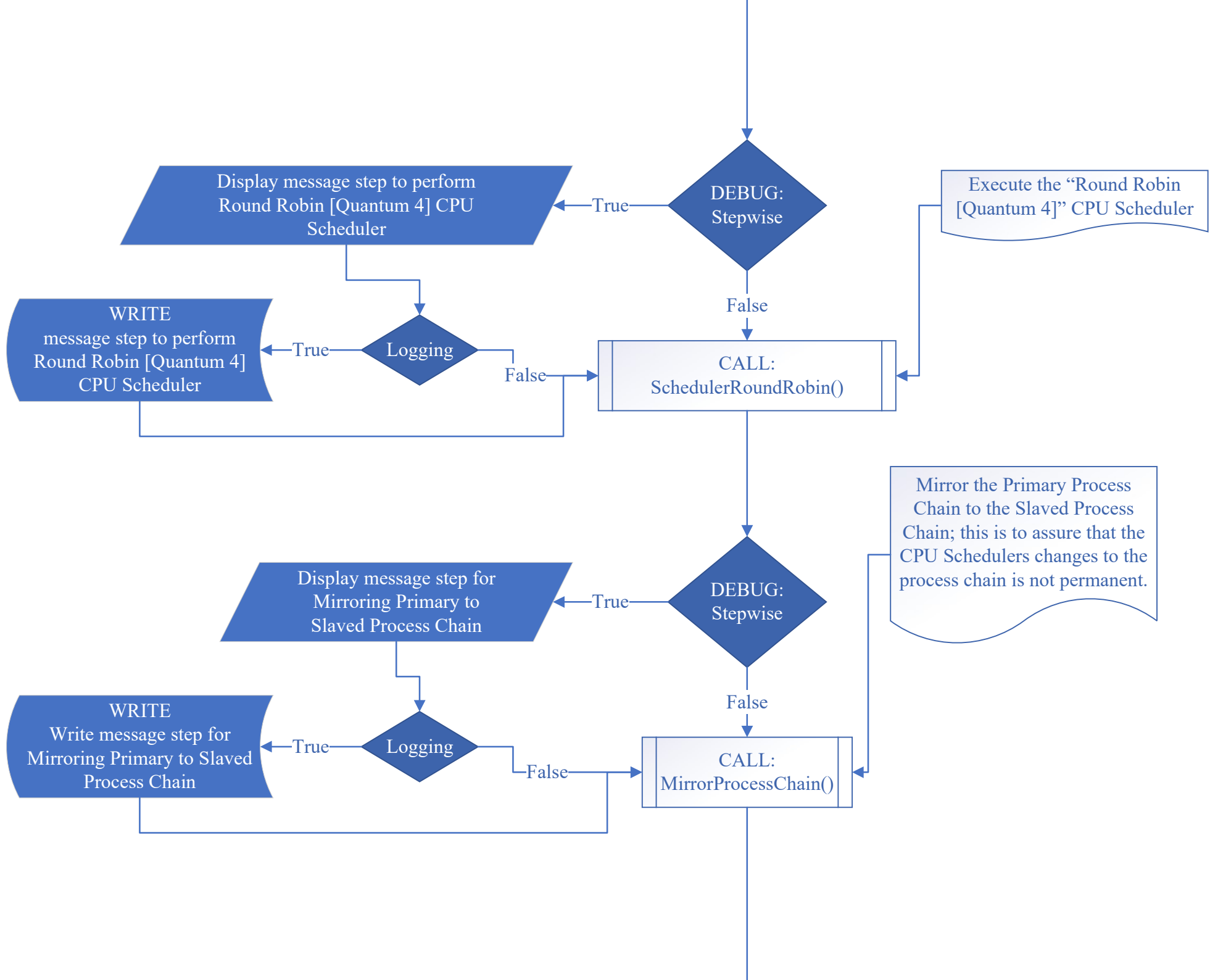


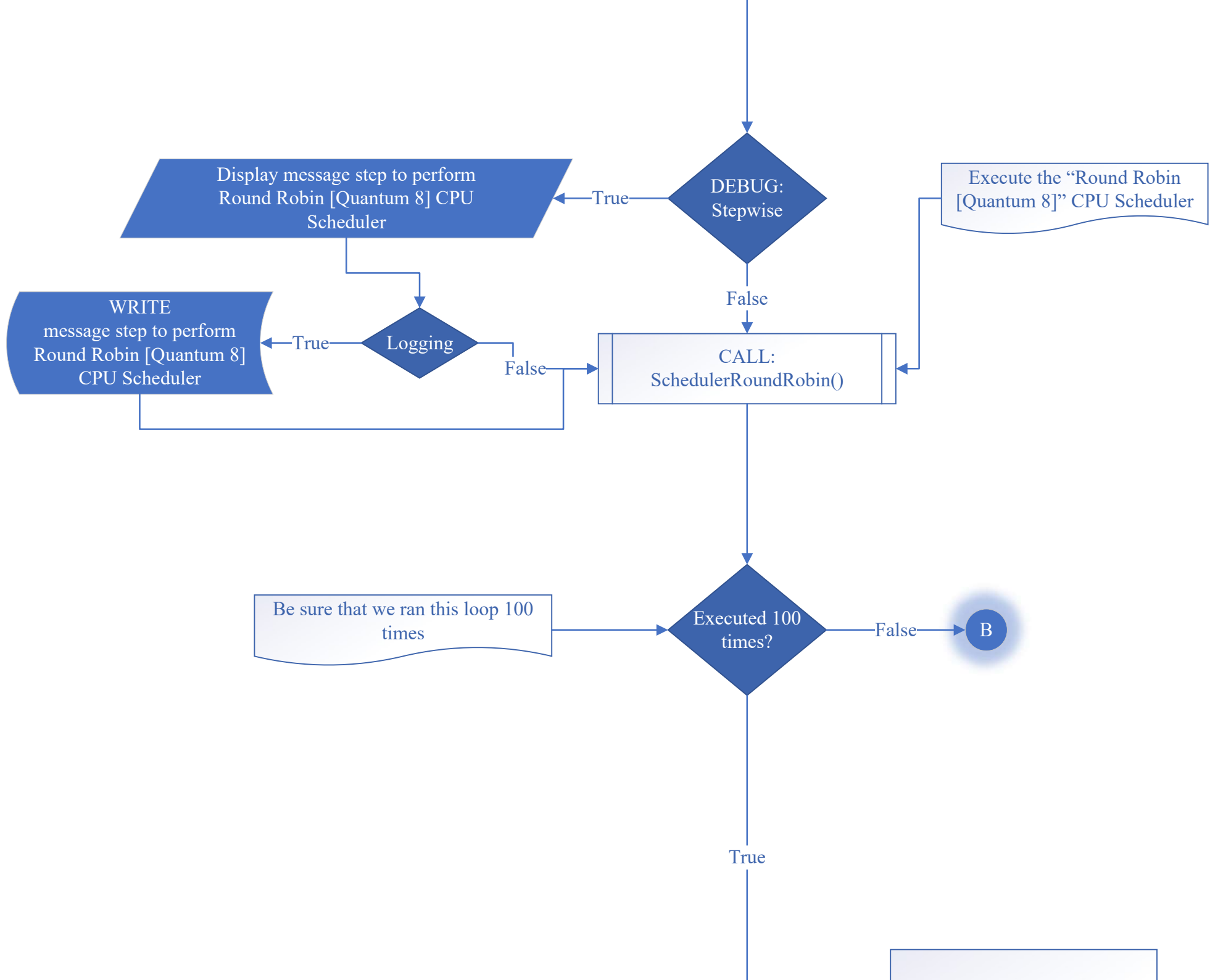


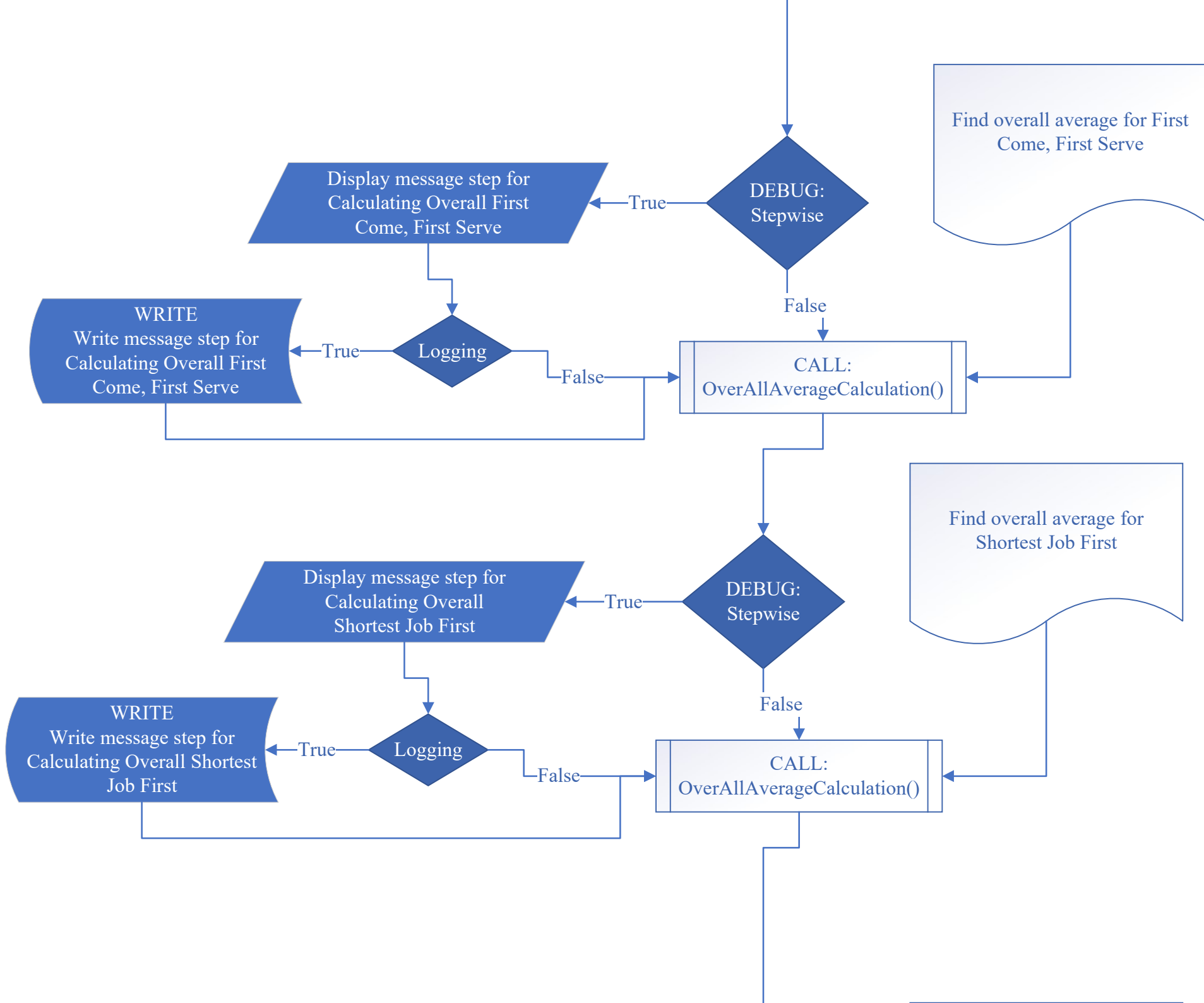


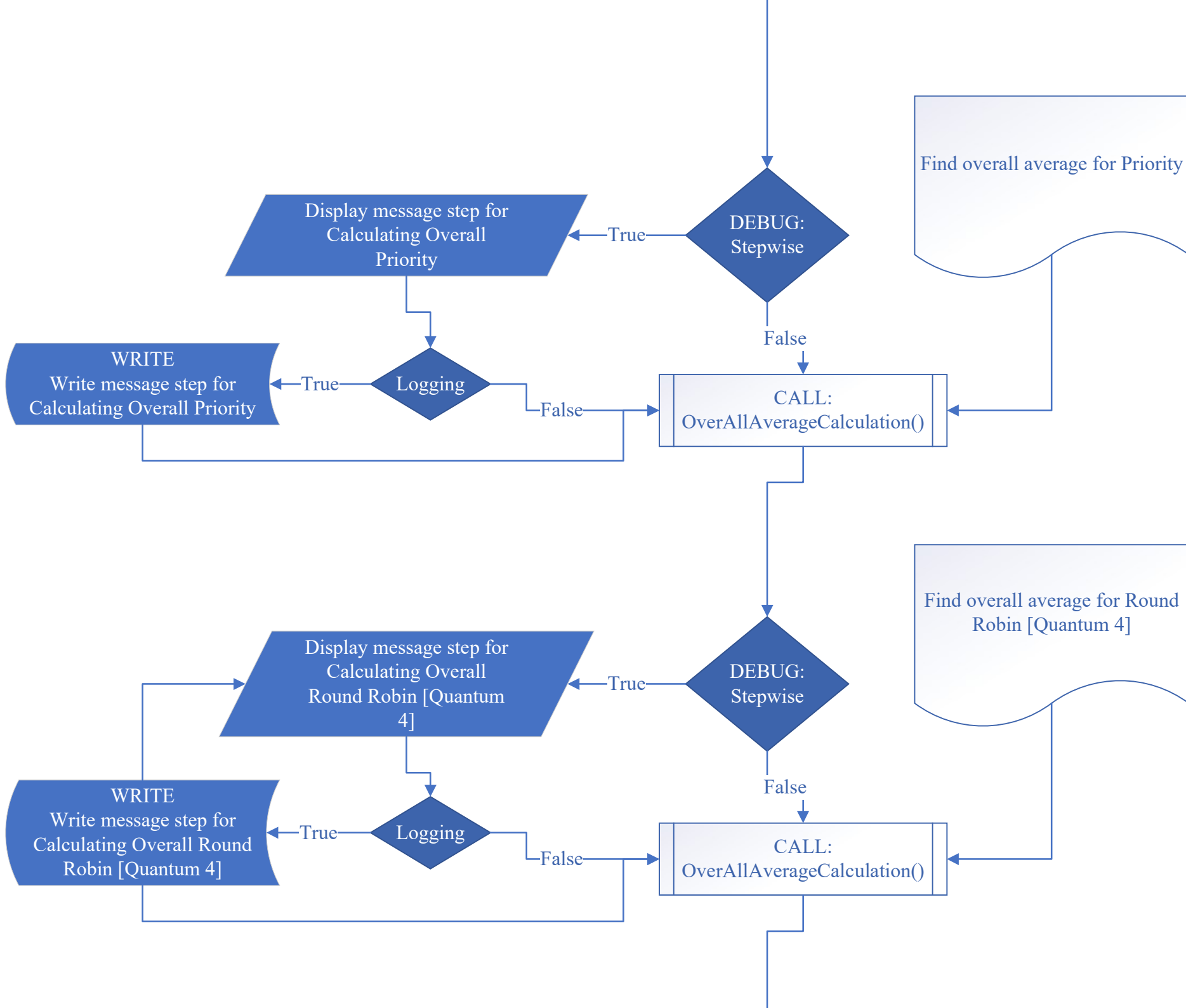


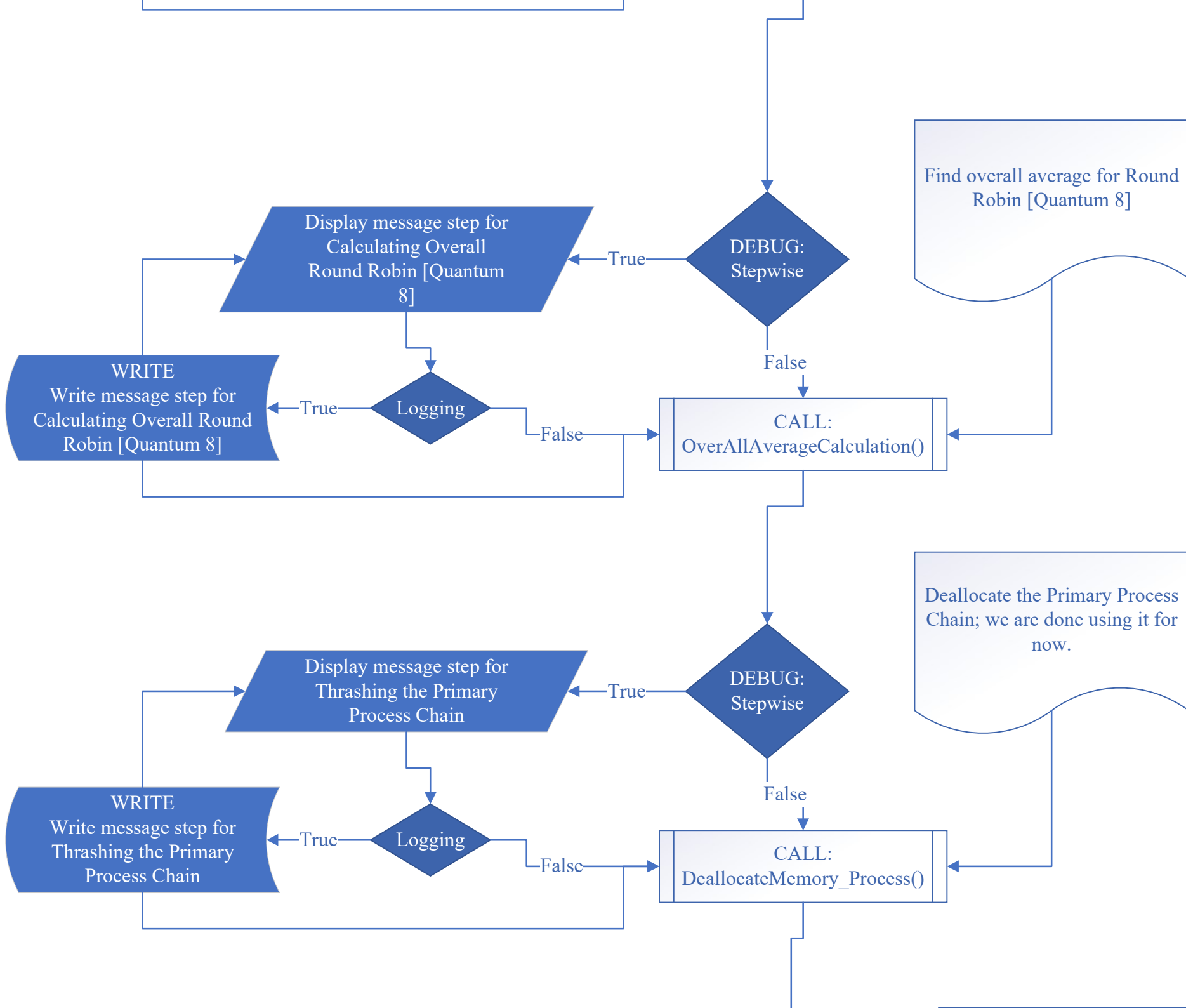


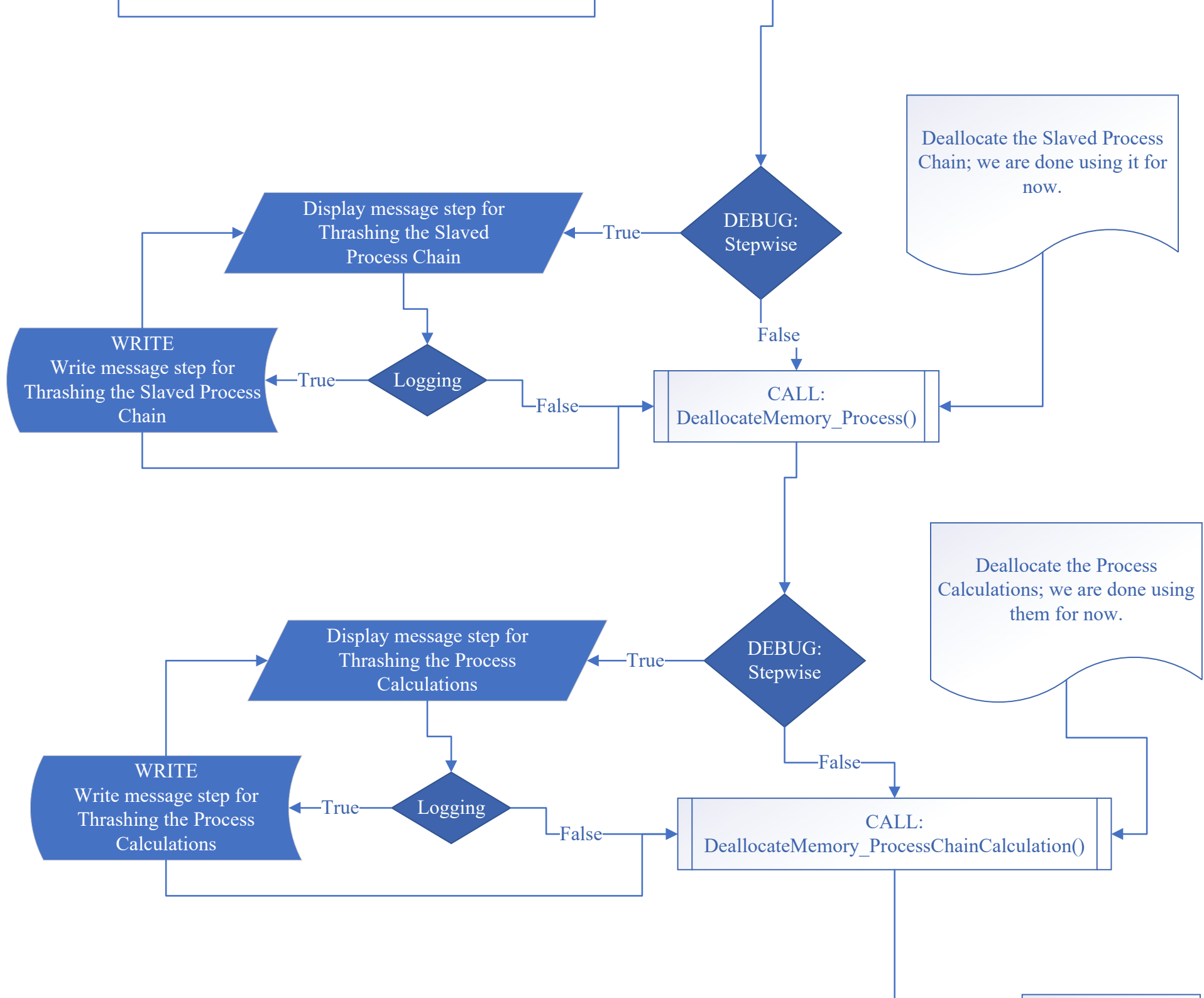


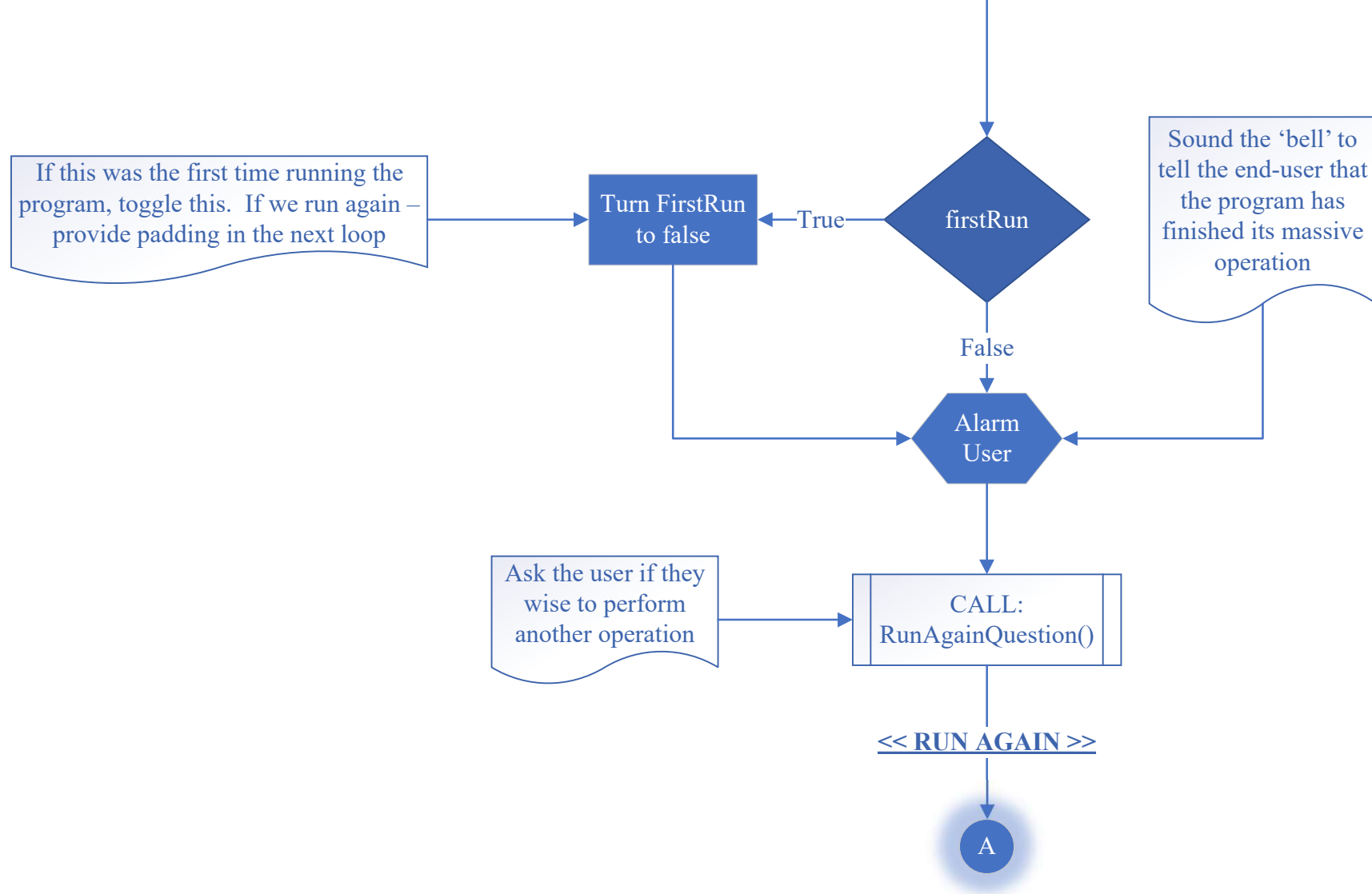




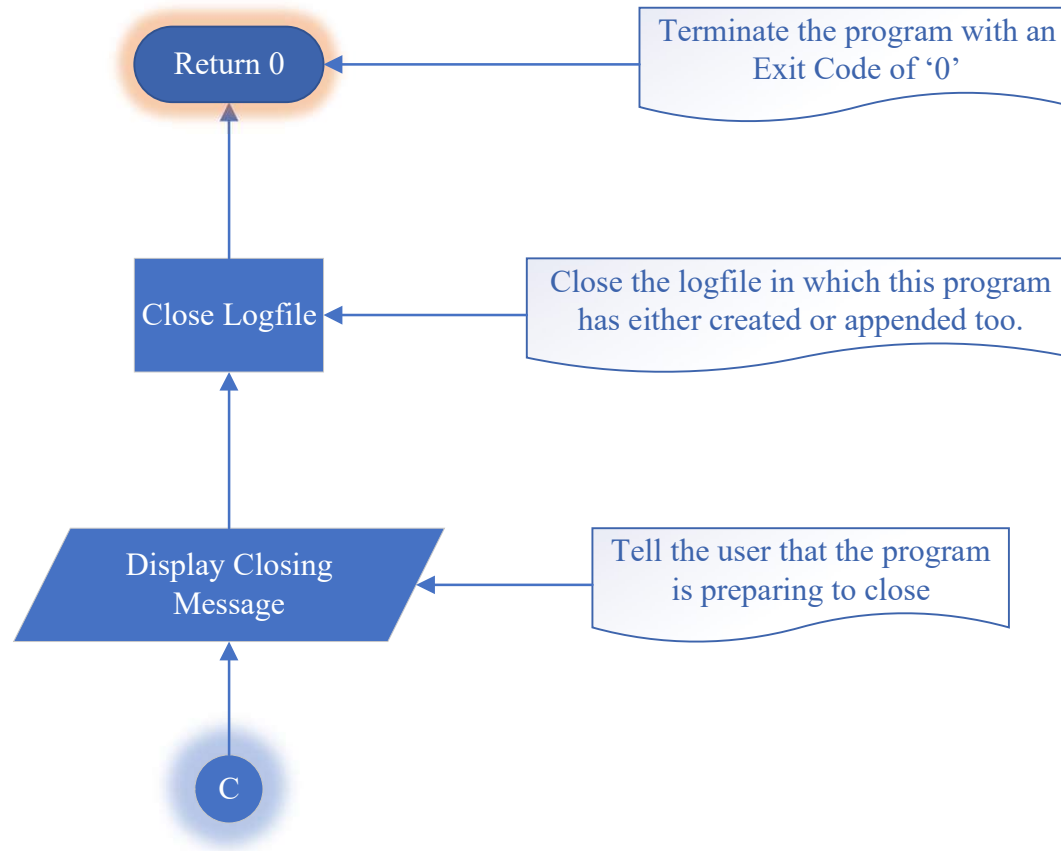


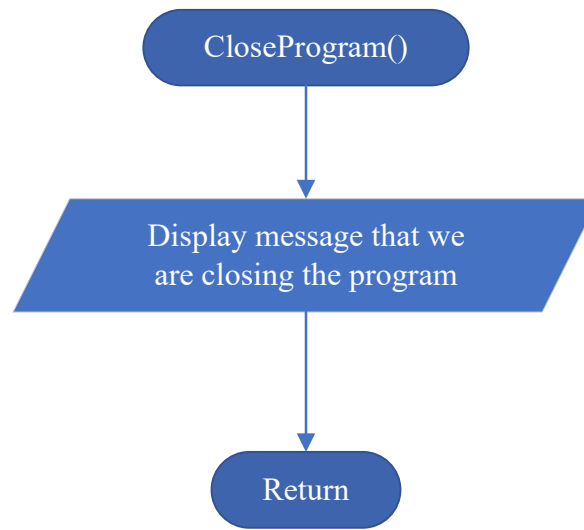


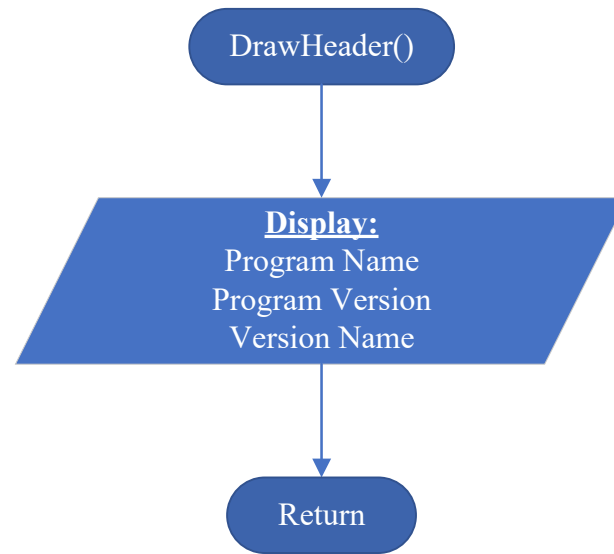


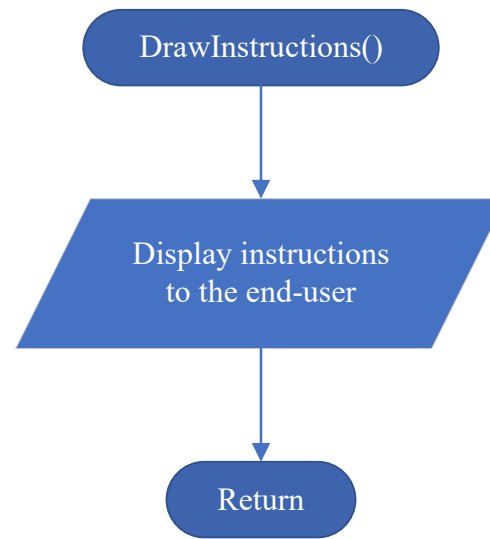


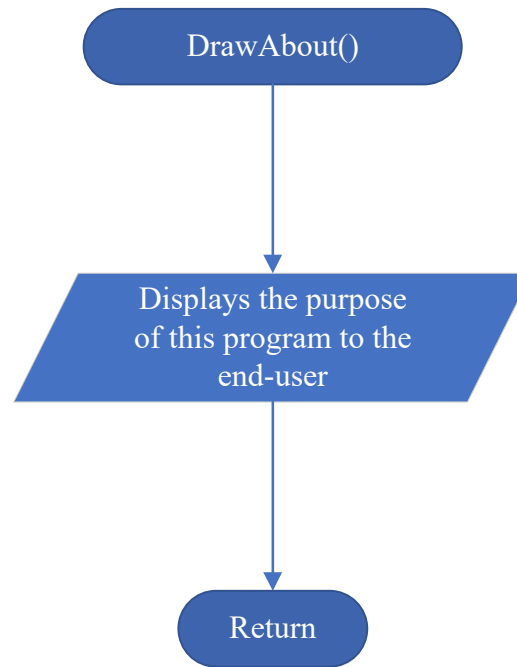


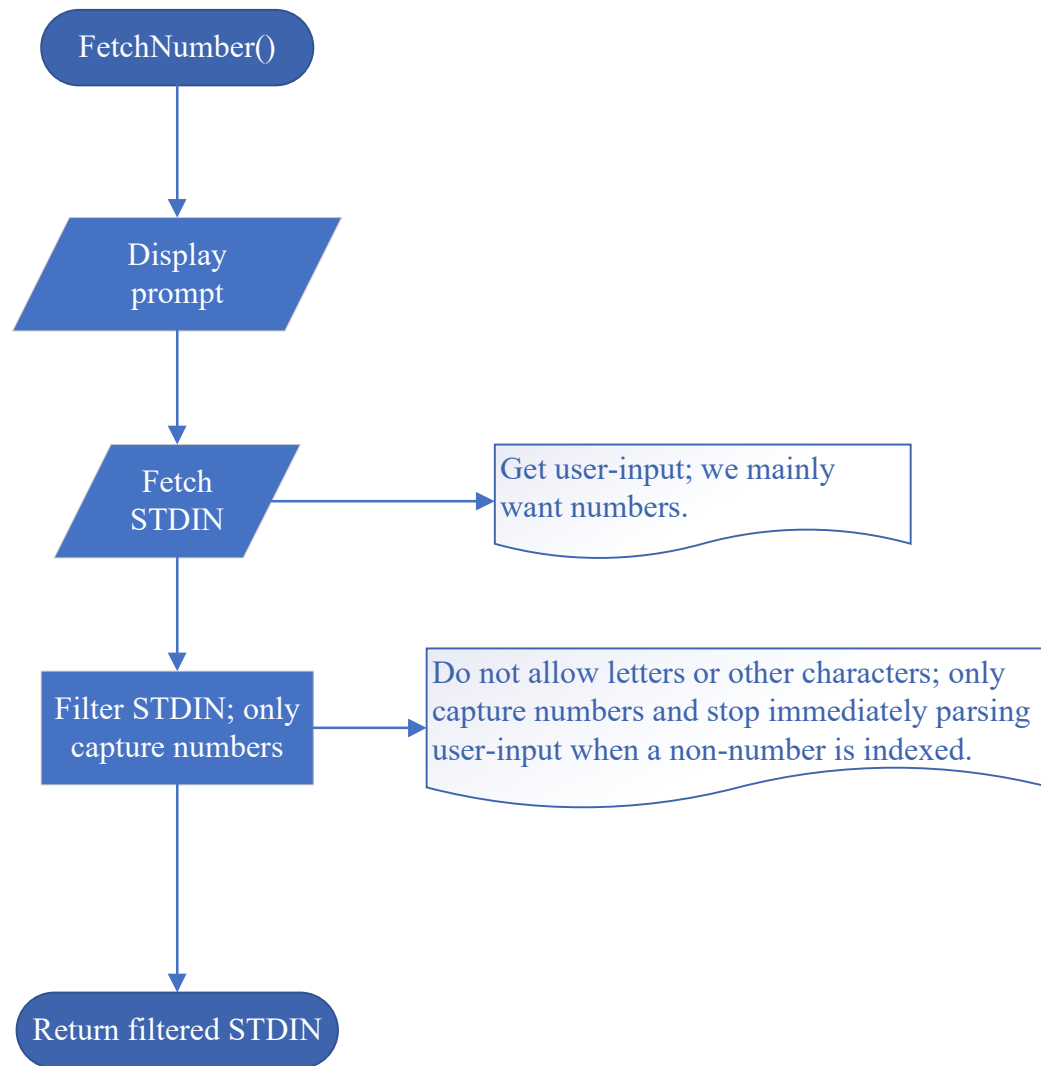


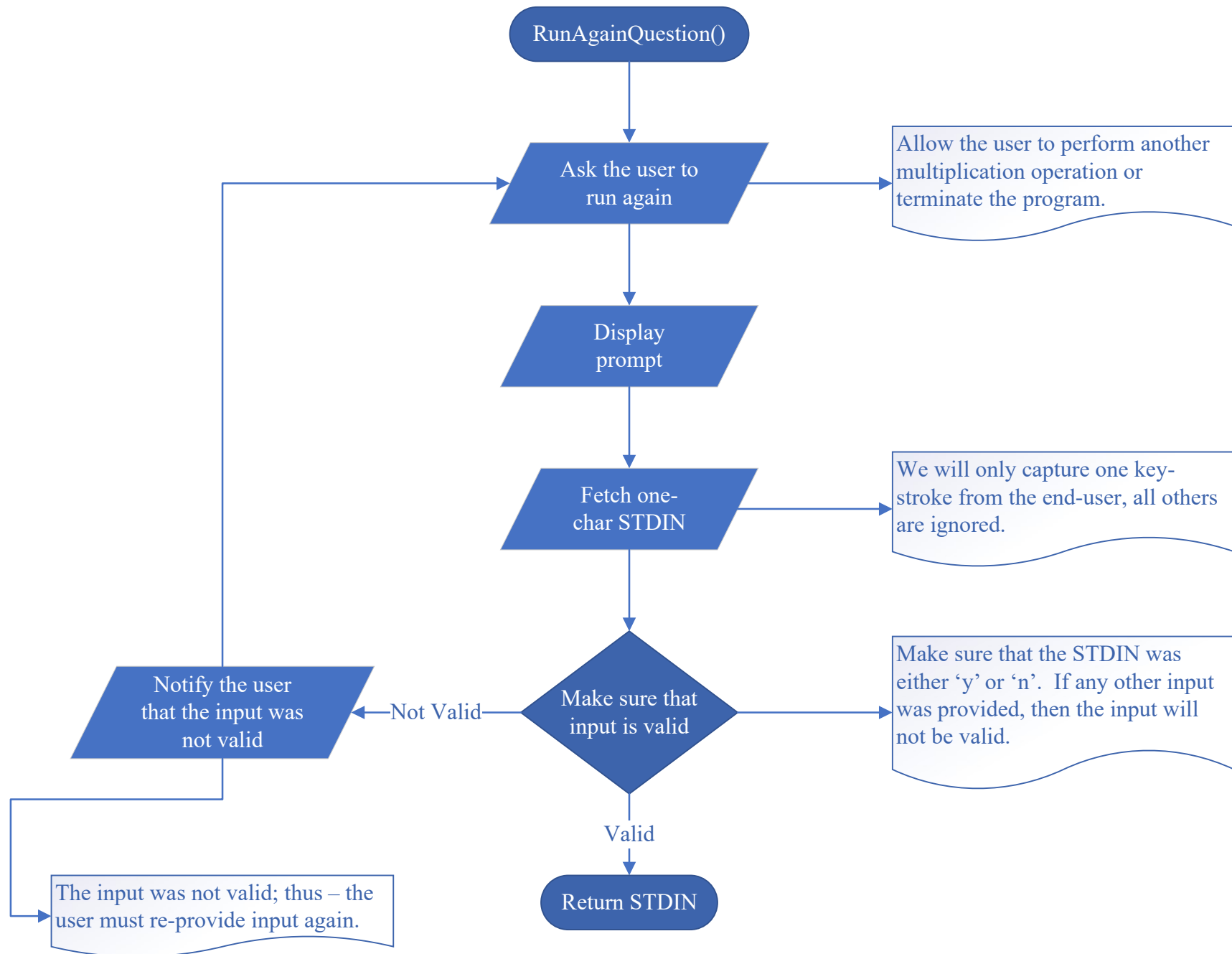


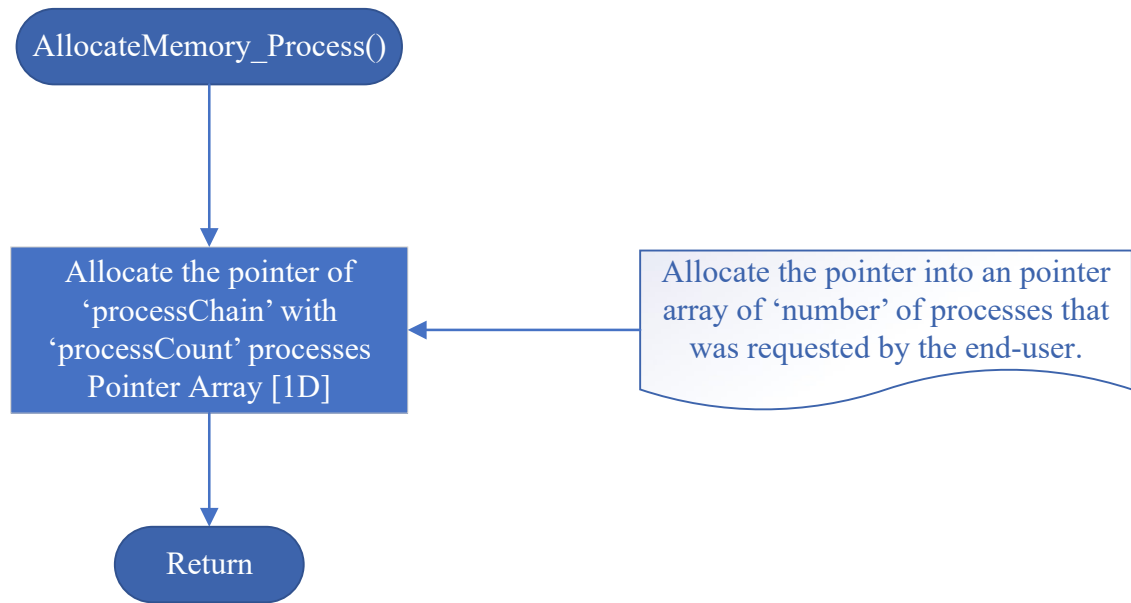




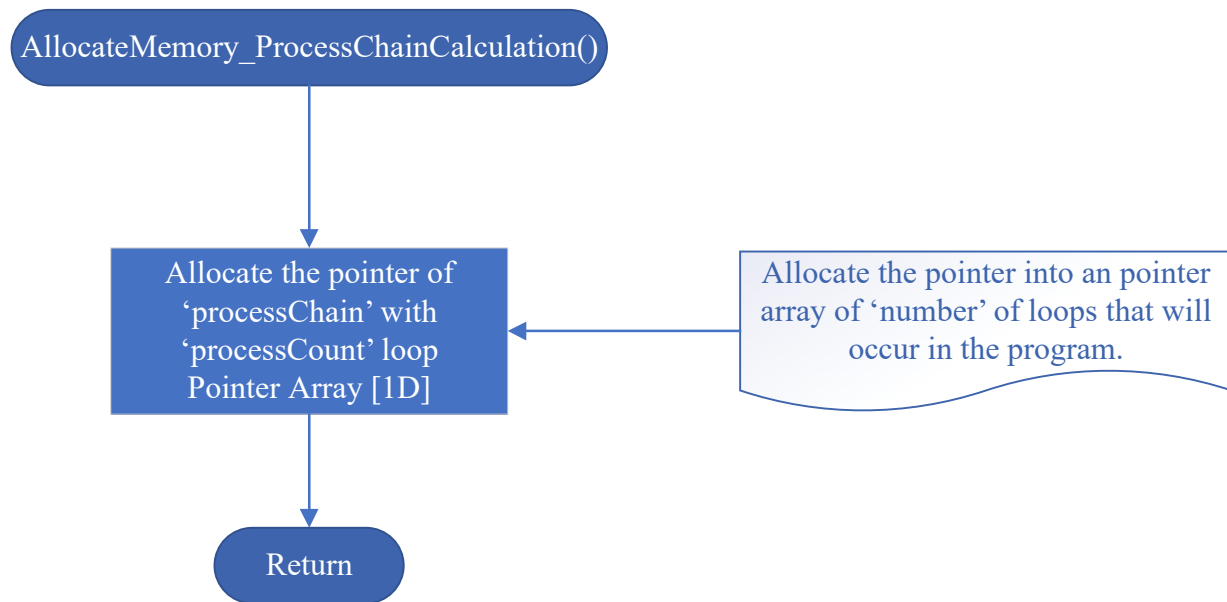


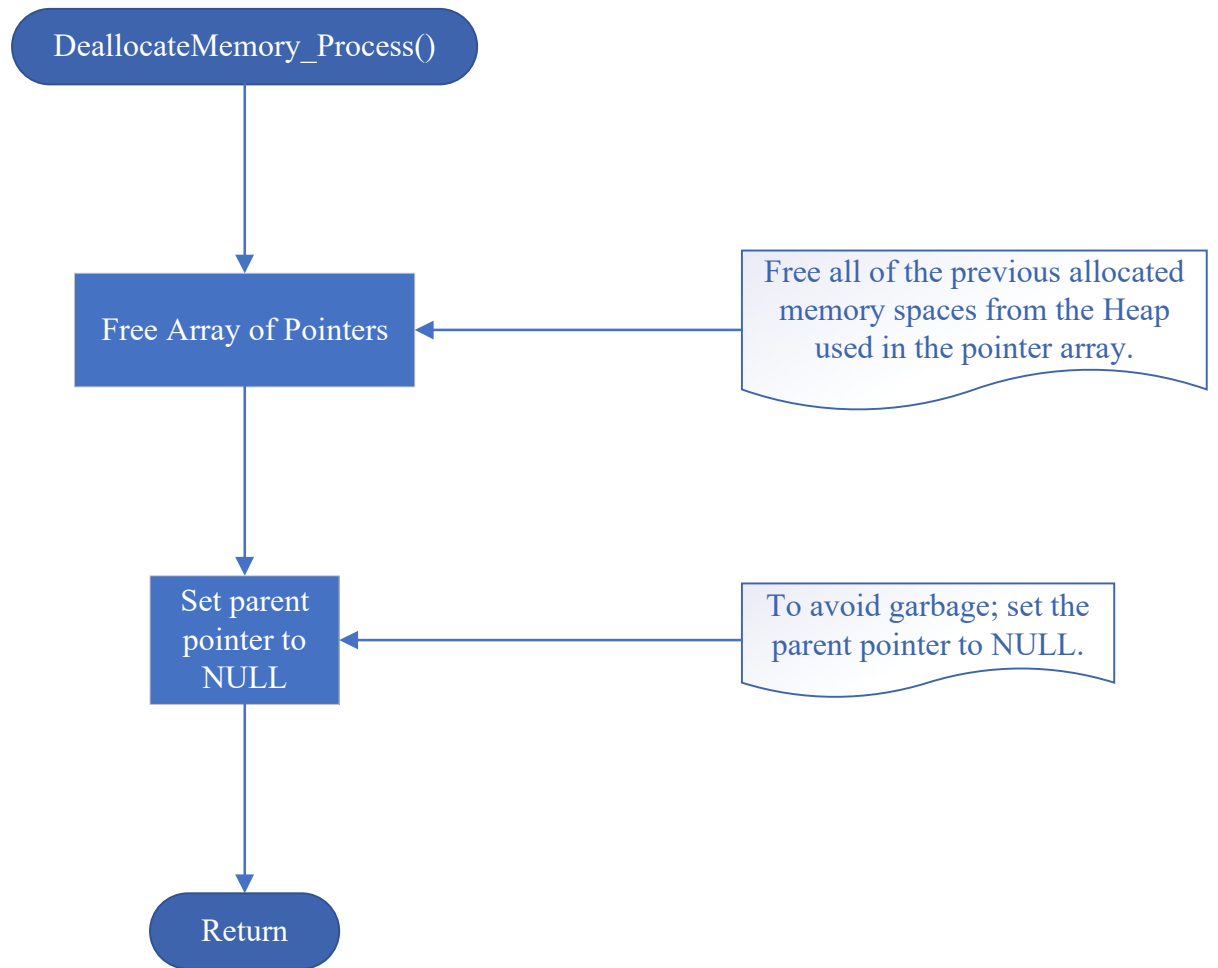












DeallocateMemory\_ProcessChainCalculation()

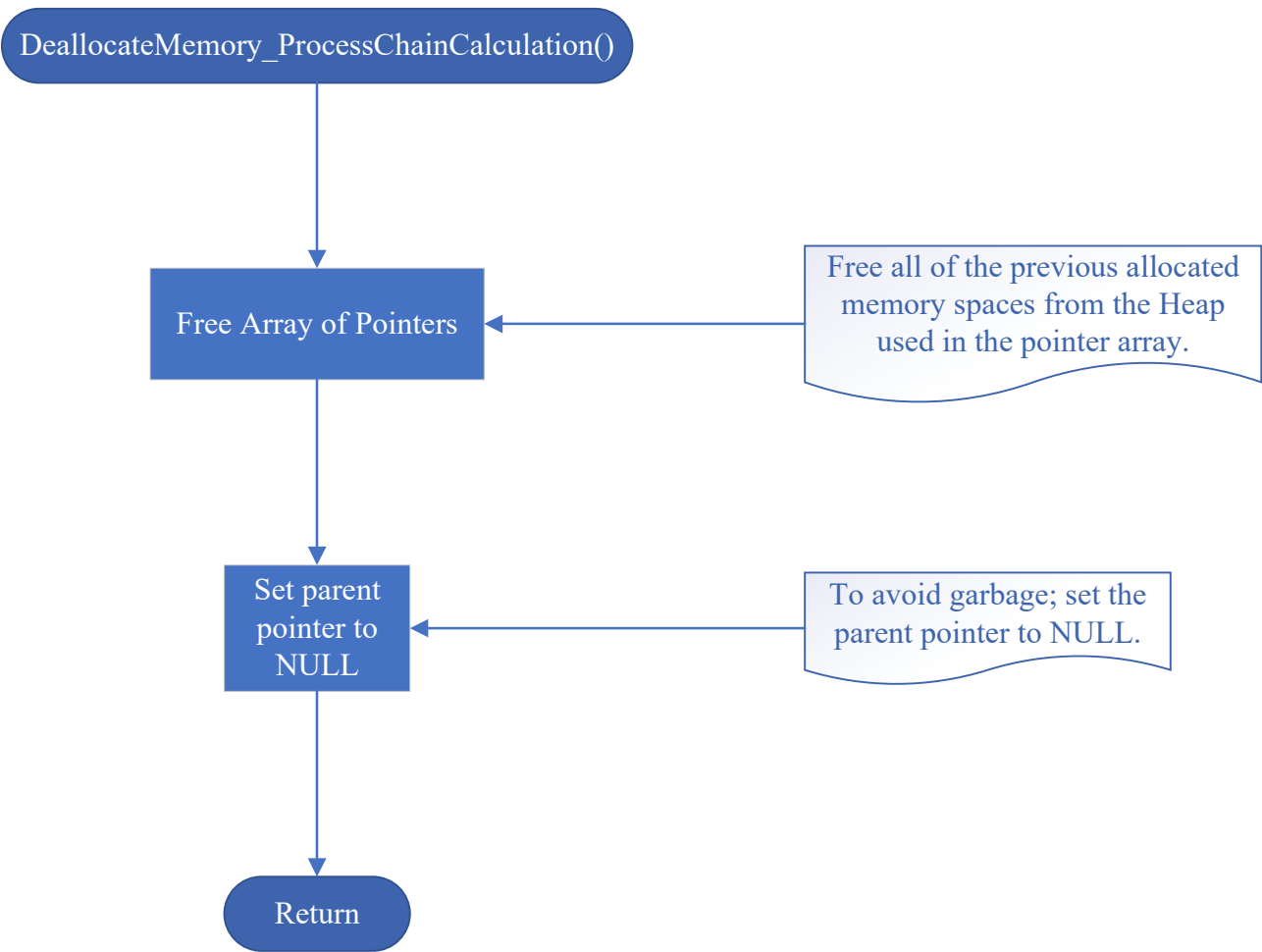
Free Array of Pointers

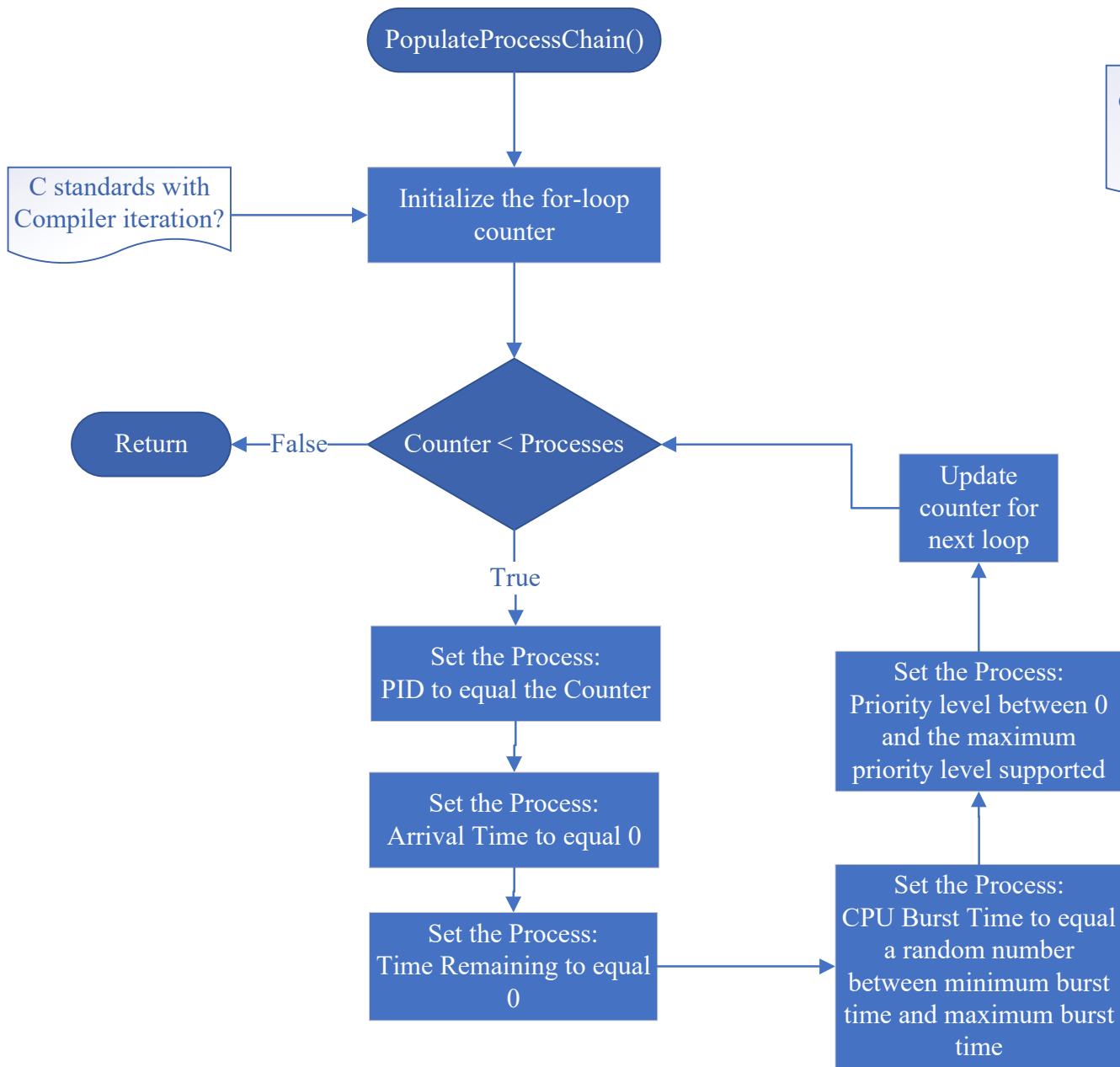
Free all of the previous allocated memory spaces from the Heap used in the pointer array.

Set parent pointer to NULL

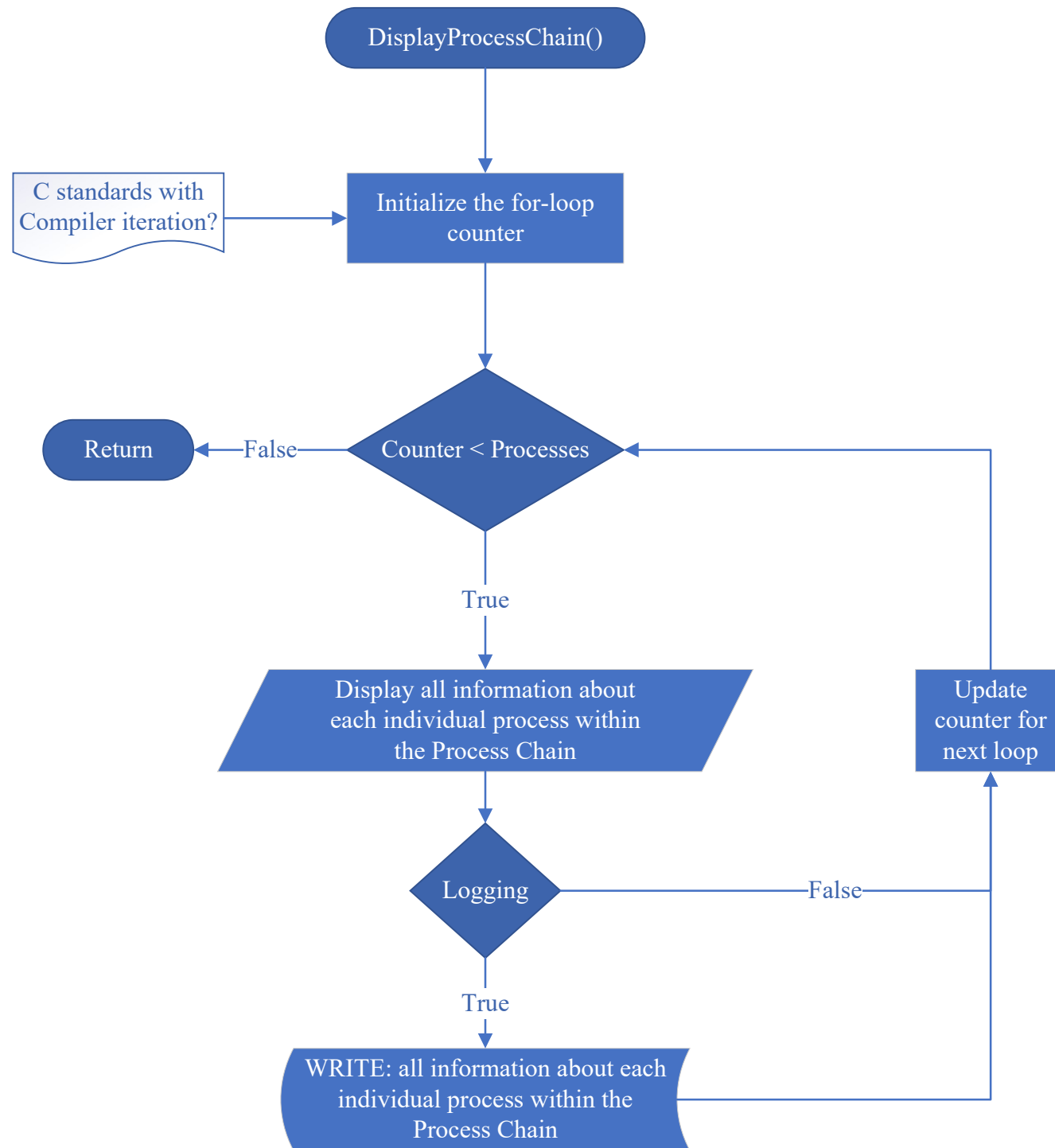
To avoid garbage; set the parent pointer to NULL.

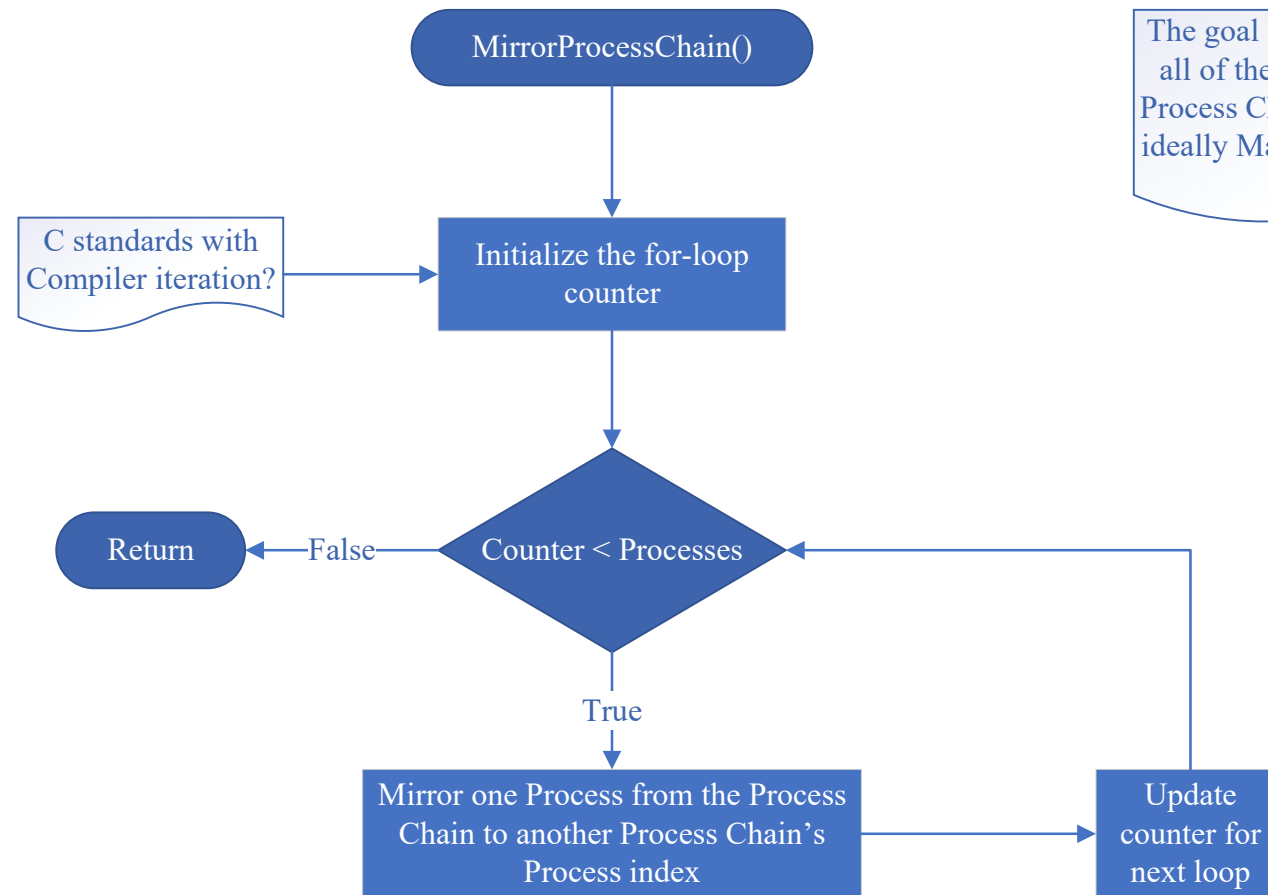
Return



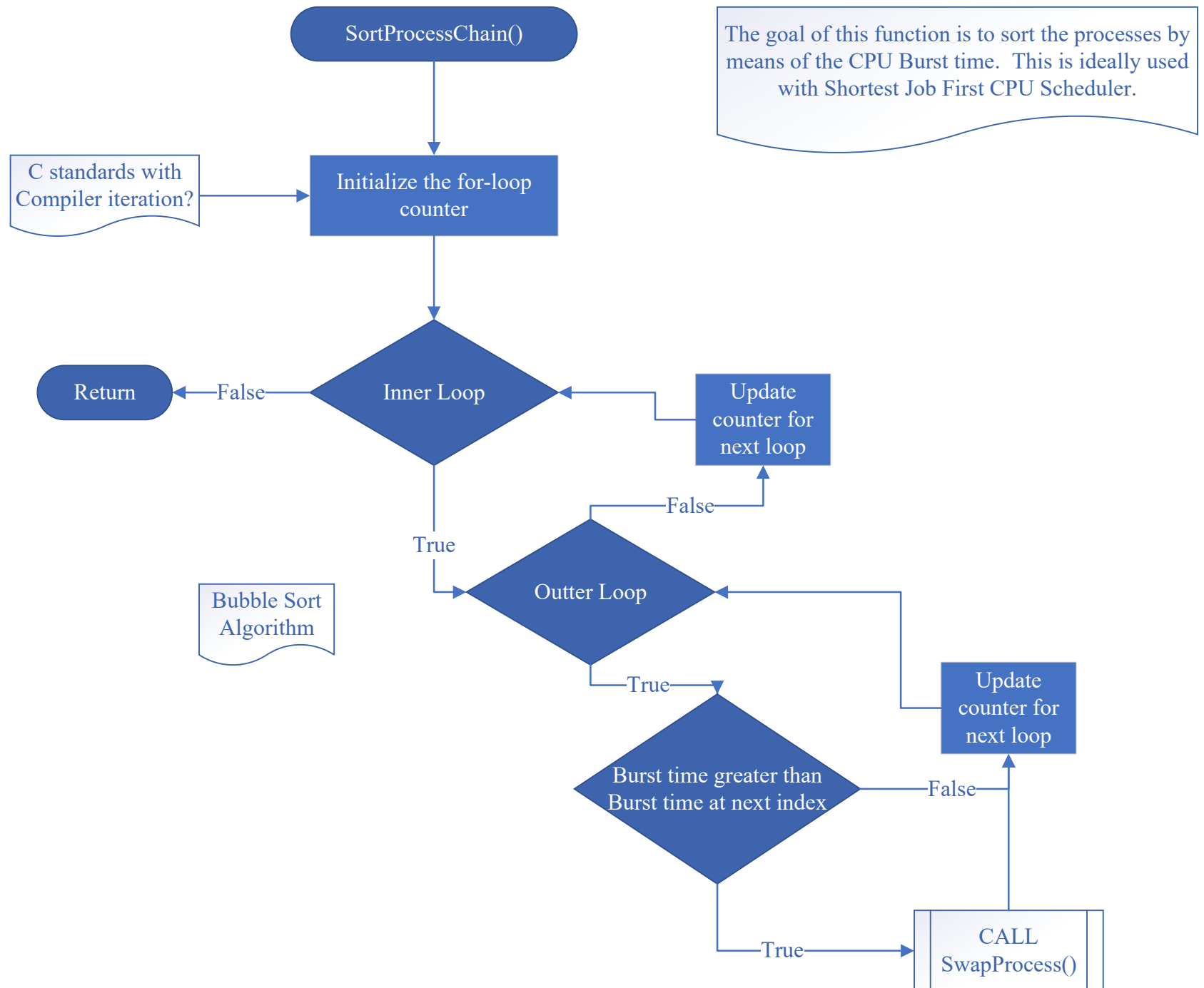


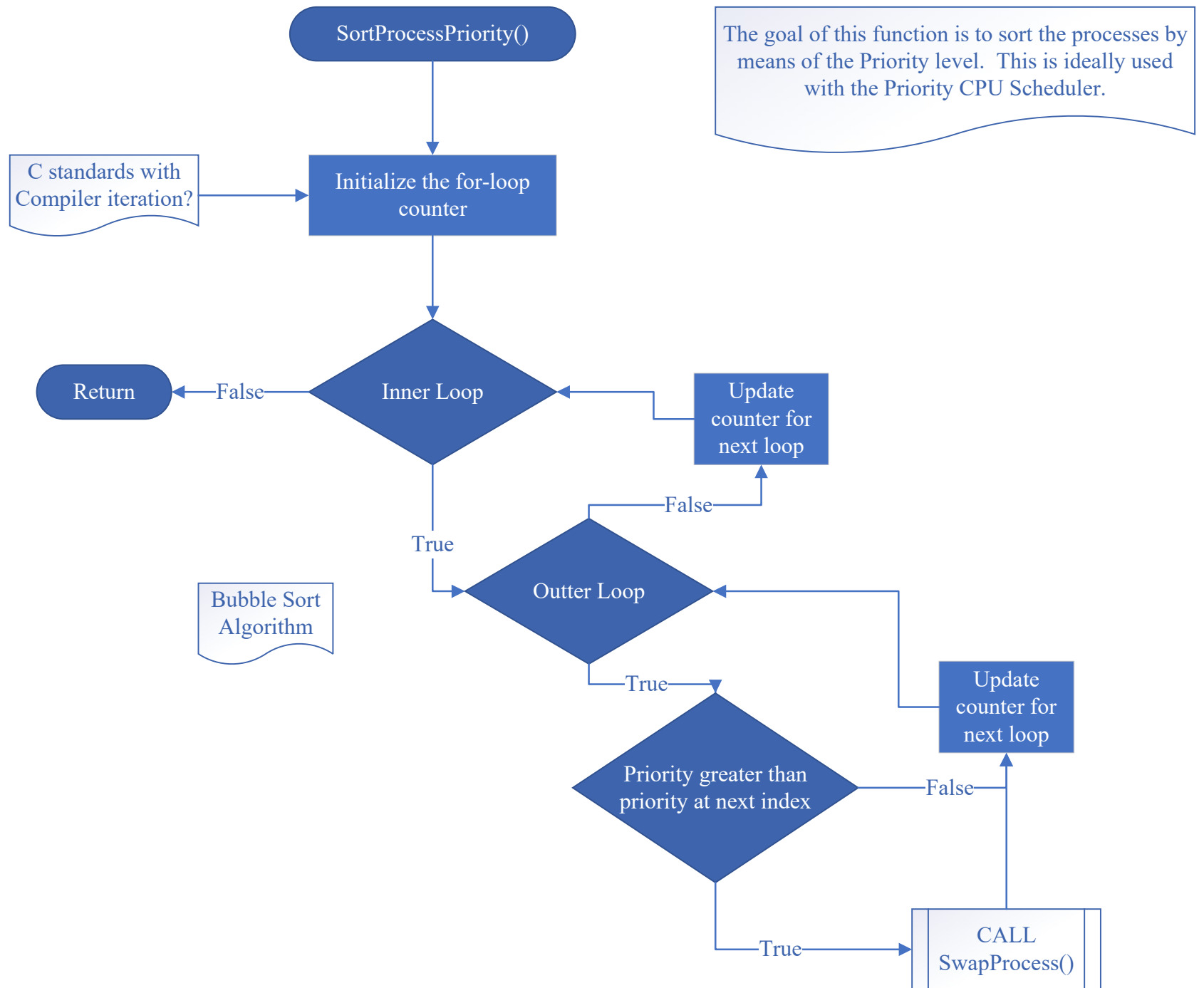
Goal here is to automatically generate values into each process properties within the Process Chain



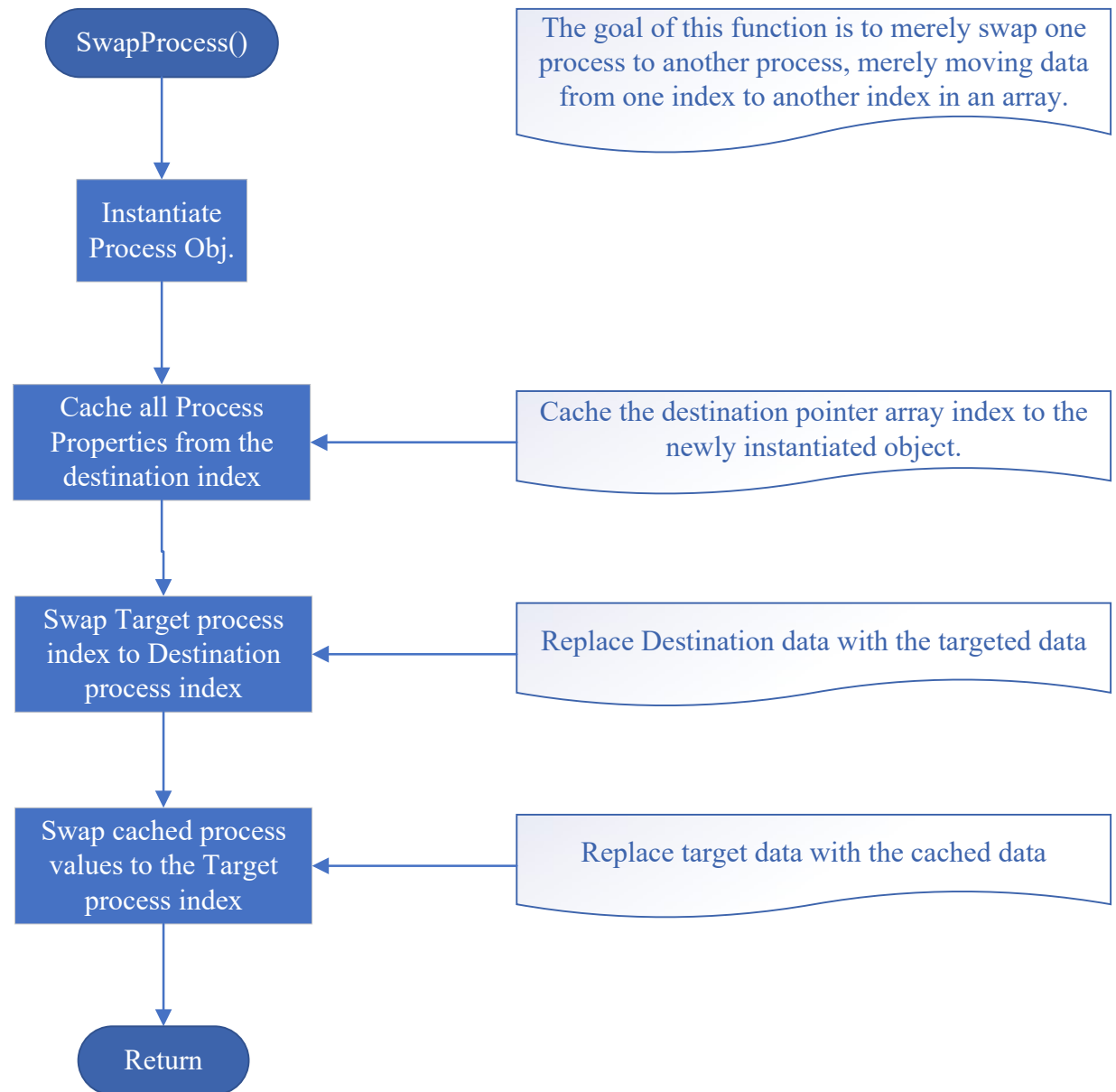


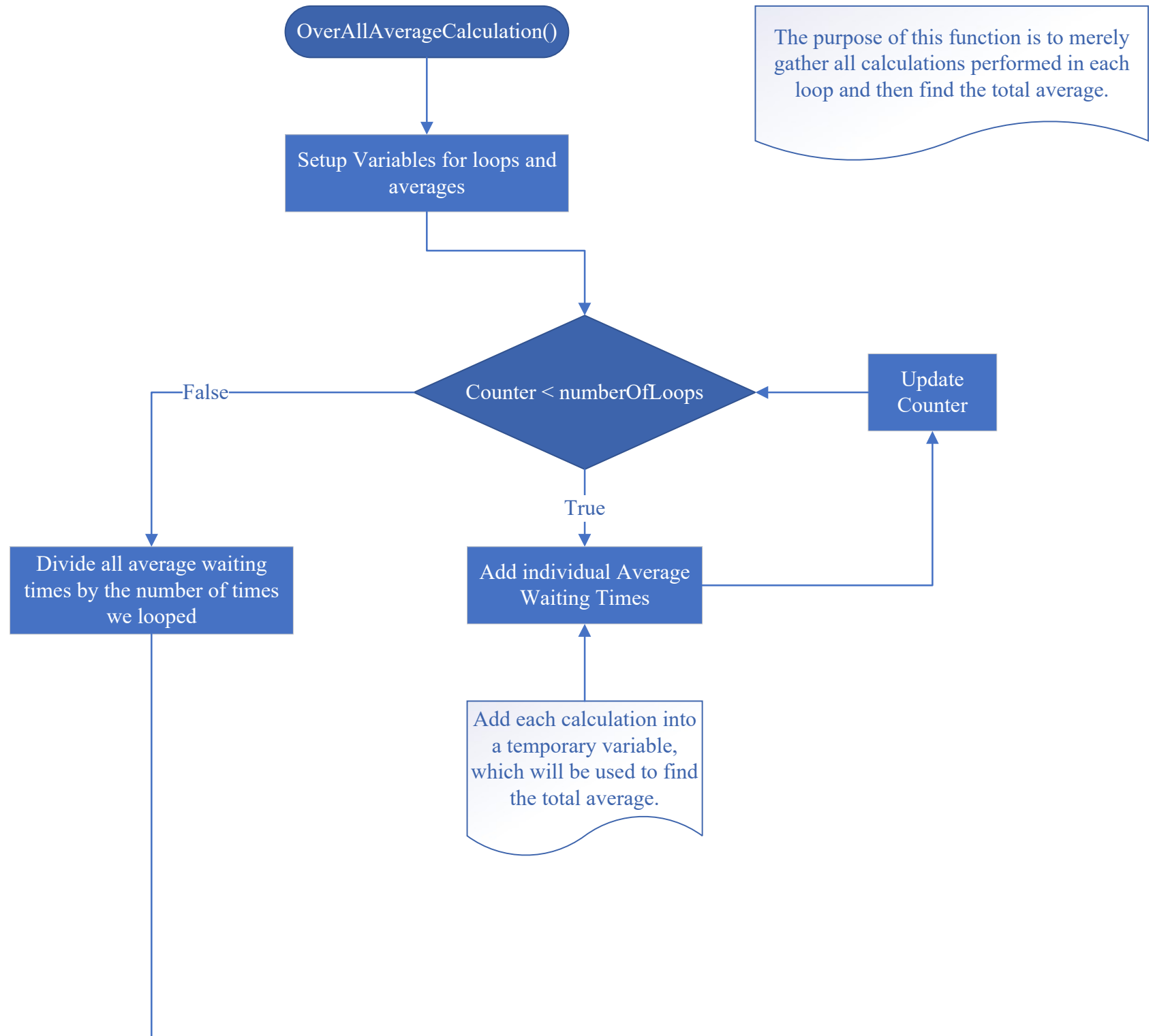
The goal of this function is to duplicate all of the process properties from one Process Chain to another Process Chain, ideally Master to Slaved Process Chains

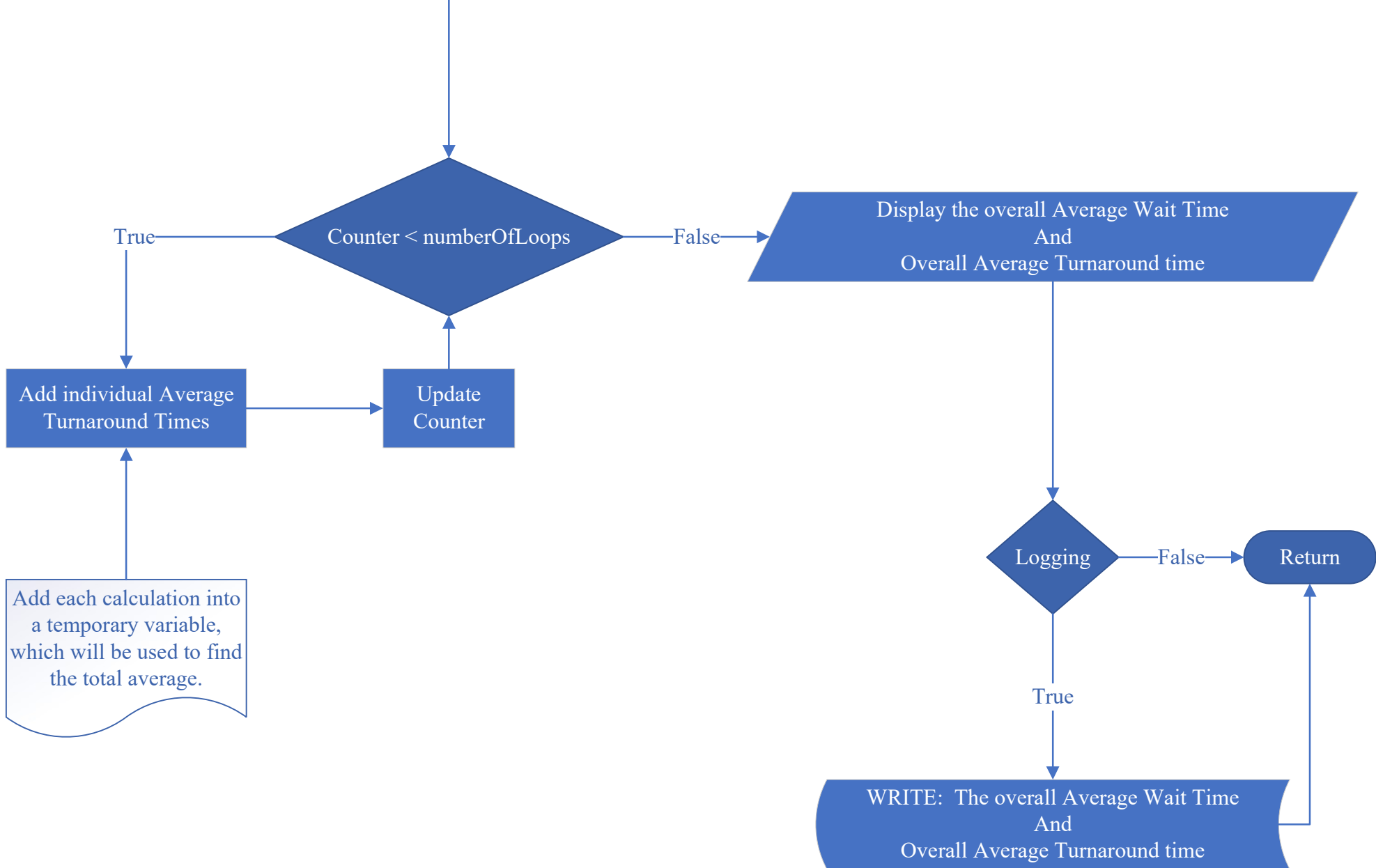












SchedulerFirstComeFirstServe()

This function is designed to perform the CPU Scheduler: First Come, First Serve

Setup the variables:

For-loop  
averageWaitTime  
averageTurnTime  
waitTime  
CPUTime

StartTime Obj.pointer array – to store all wait times per-process

Counter < TotalProcesses

Add Process's burst  
time to CPU Time

True

False

StartTime obj. set at first index

Find the starting time of each process  
in a GANTT chart

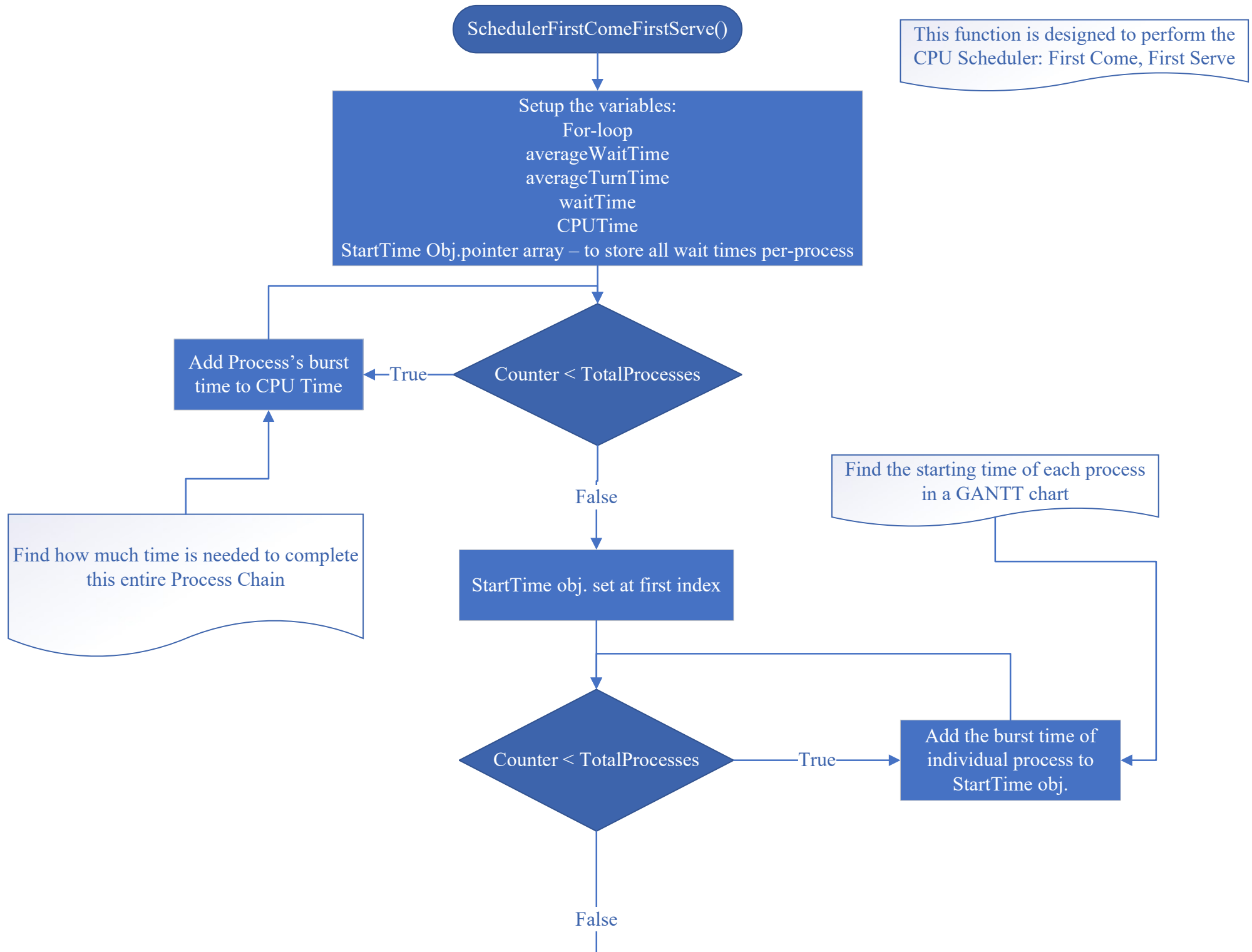
Counter < TotalProcesses

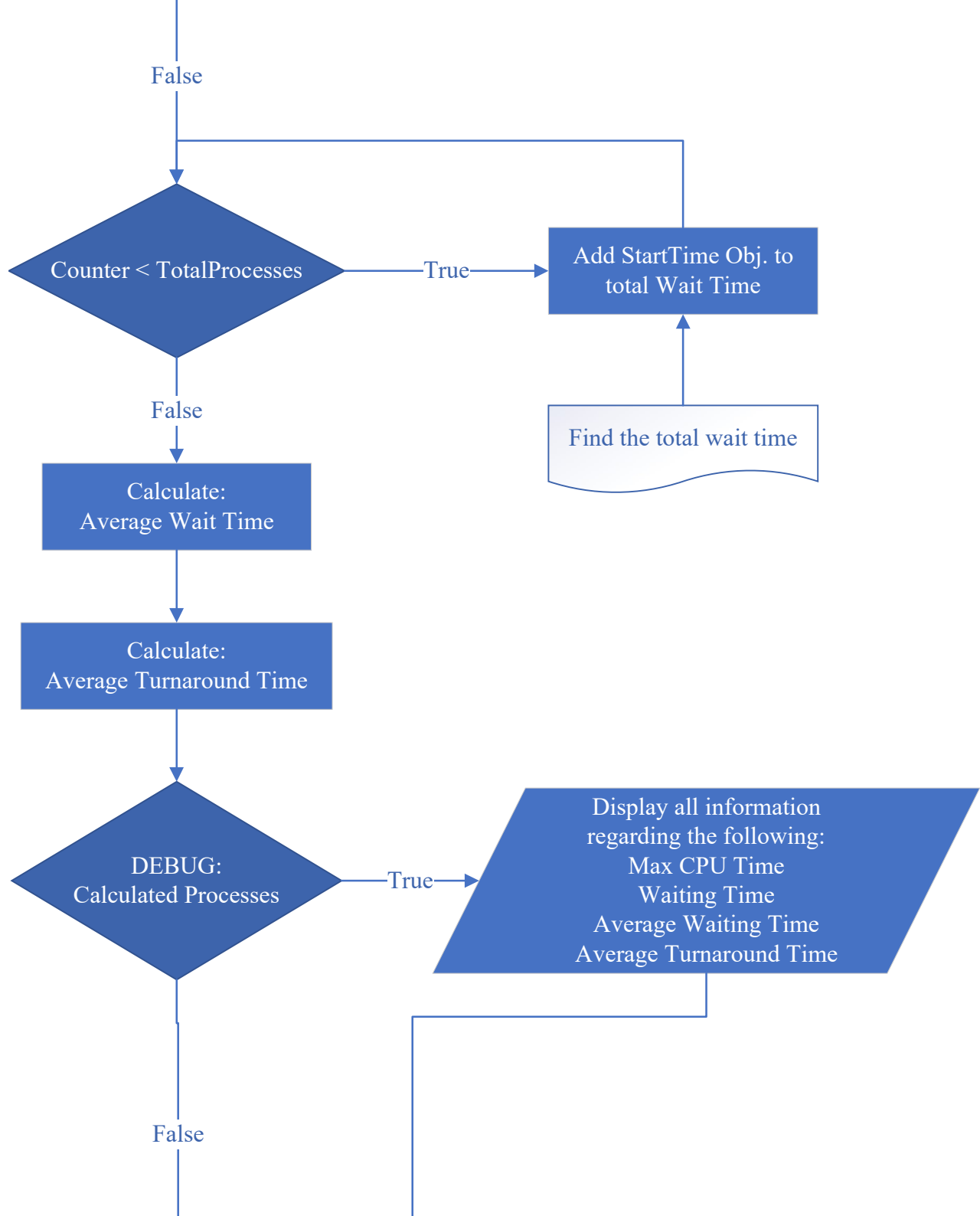
True

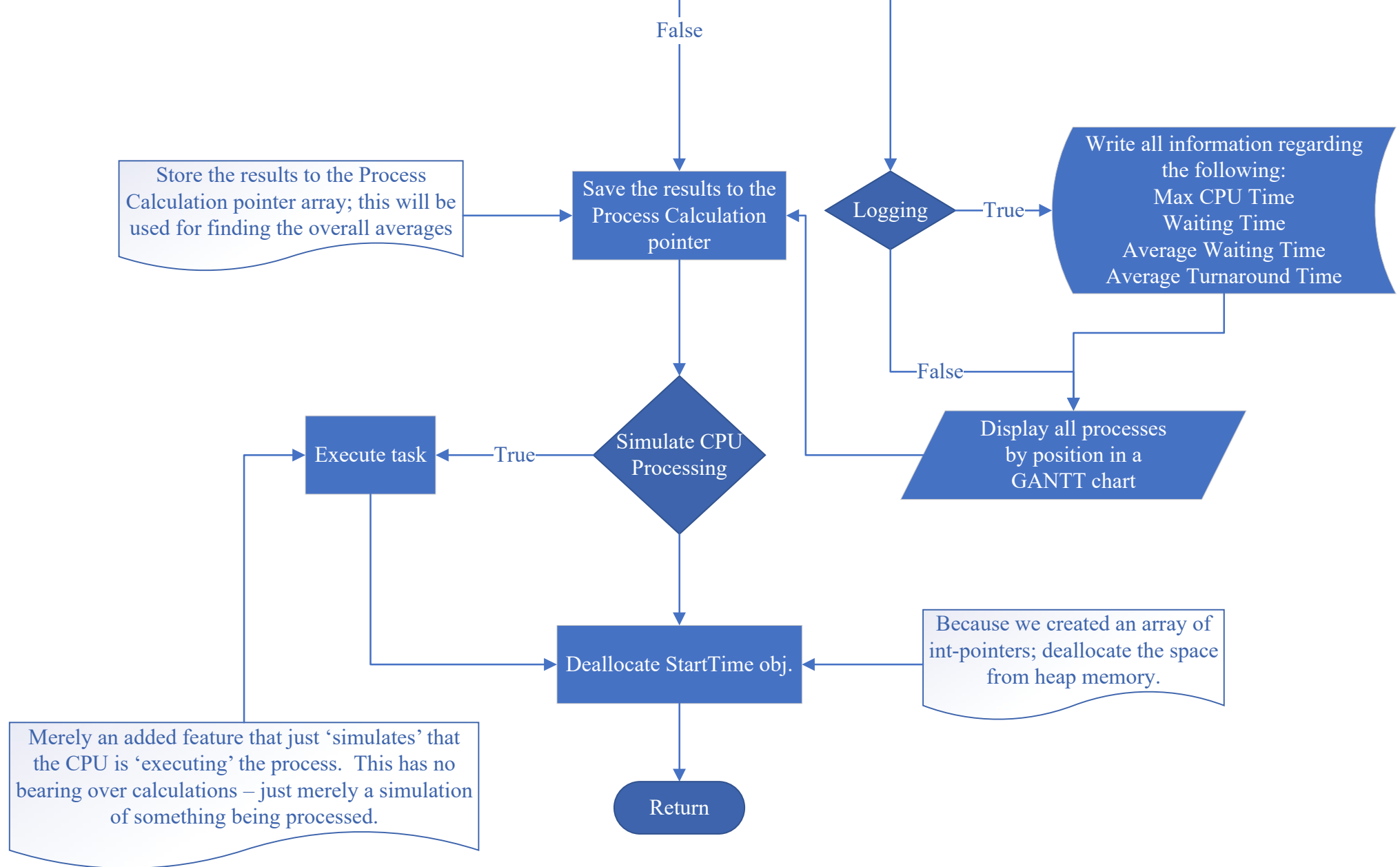
Add the burst time of  
individual process to  
StartTime obj.

False

Find how much time is needed to complete  
this entire Process Chain







SchedulerShortestJobFirst()

This function is designed to perform the  
CPU Scheduler: Shortest Job First

Setup the variables:  
For-loop  
averageWaitTime  
averageTurnTime  
waitTime  
CPUTime  
StartTime Obj. – to store all wait times per-process

CALL:  
SortProcessChain()

Sort the entire Process Chain by lowest CPU  
burst process first with higher CPU burst  
processes at the end of the Process Chain

Add Process's burst  
time to CPU Time

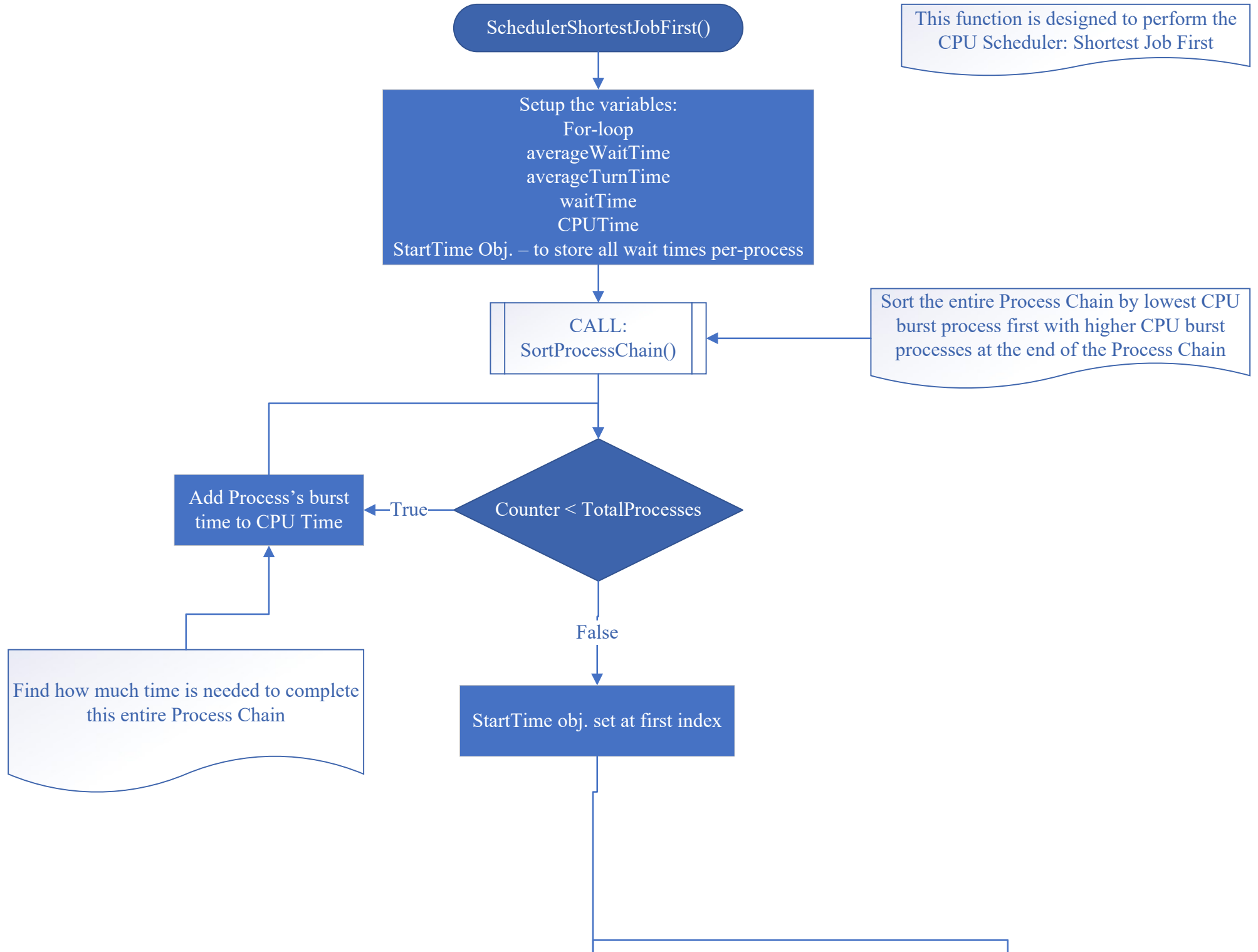
Counter < TotalProcesses

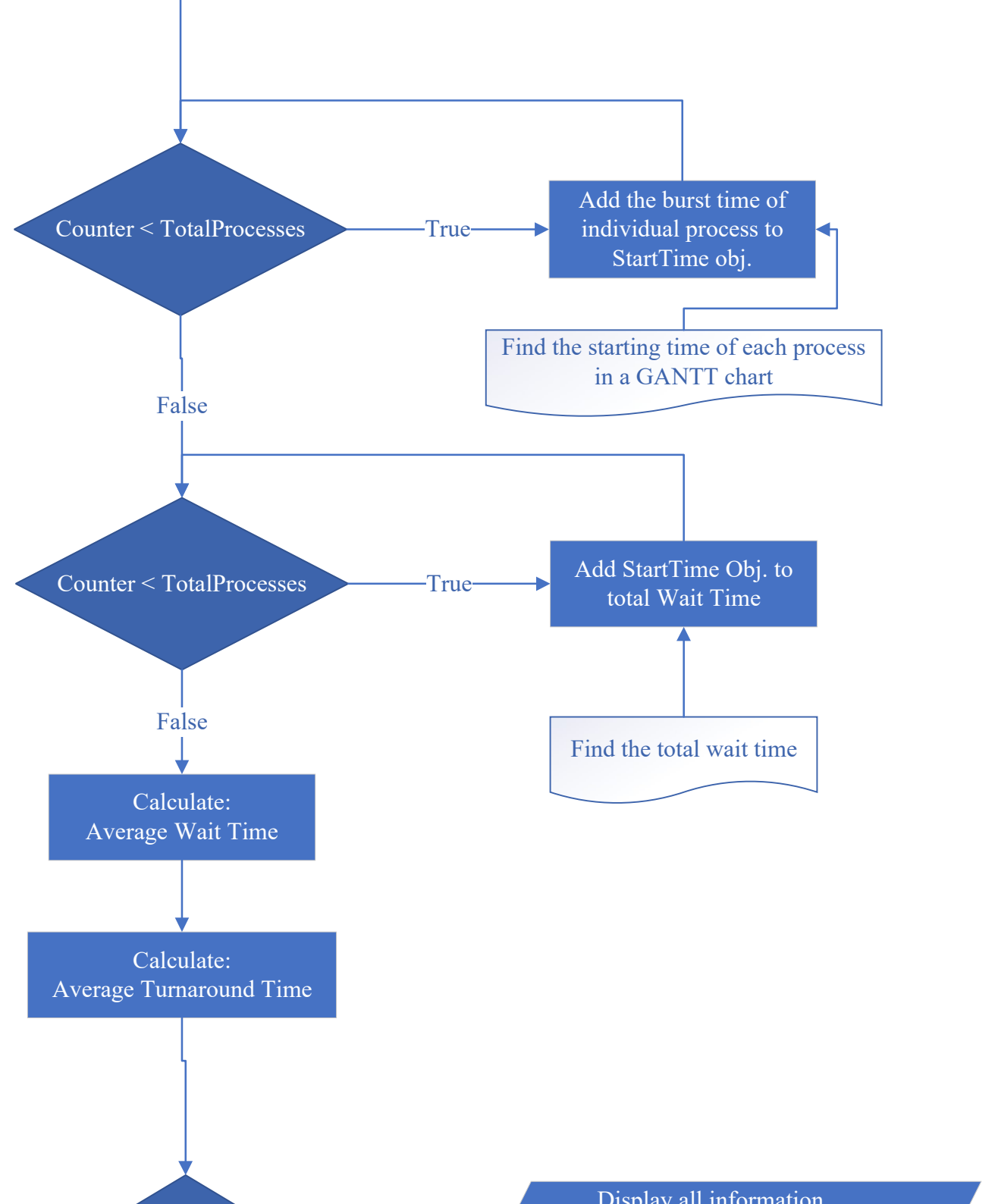
True

False

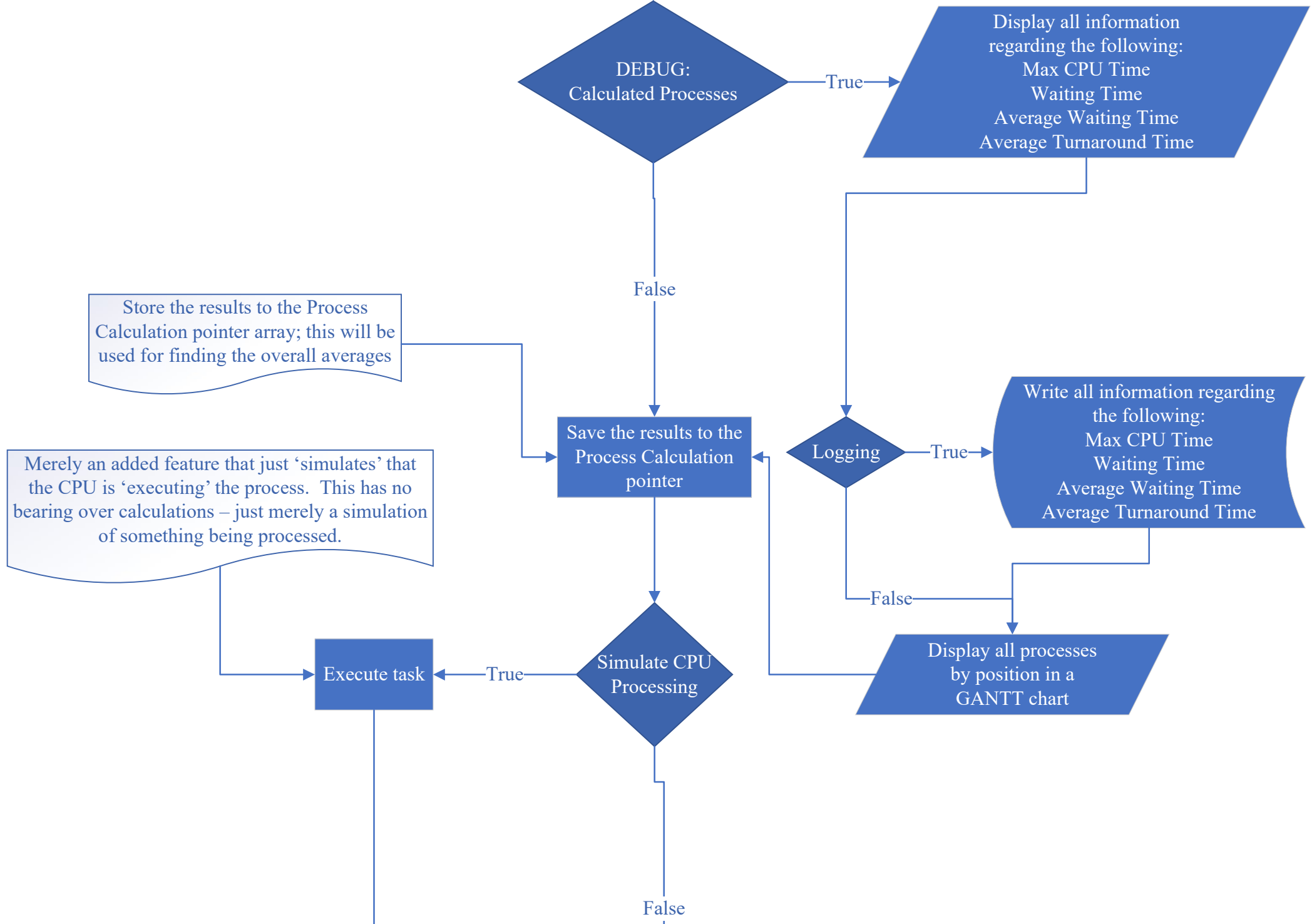
Find how much time is needed to complete  
this entire Process Chain

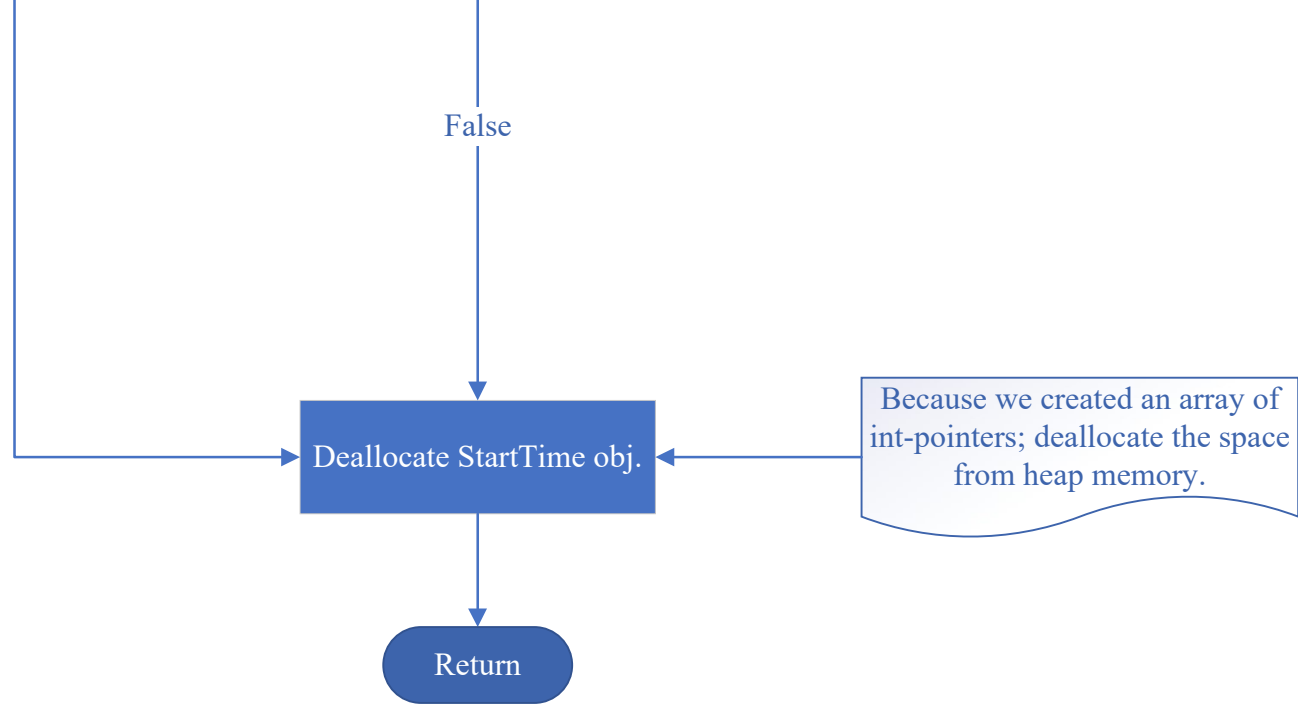
StartTime obj. set at first index

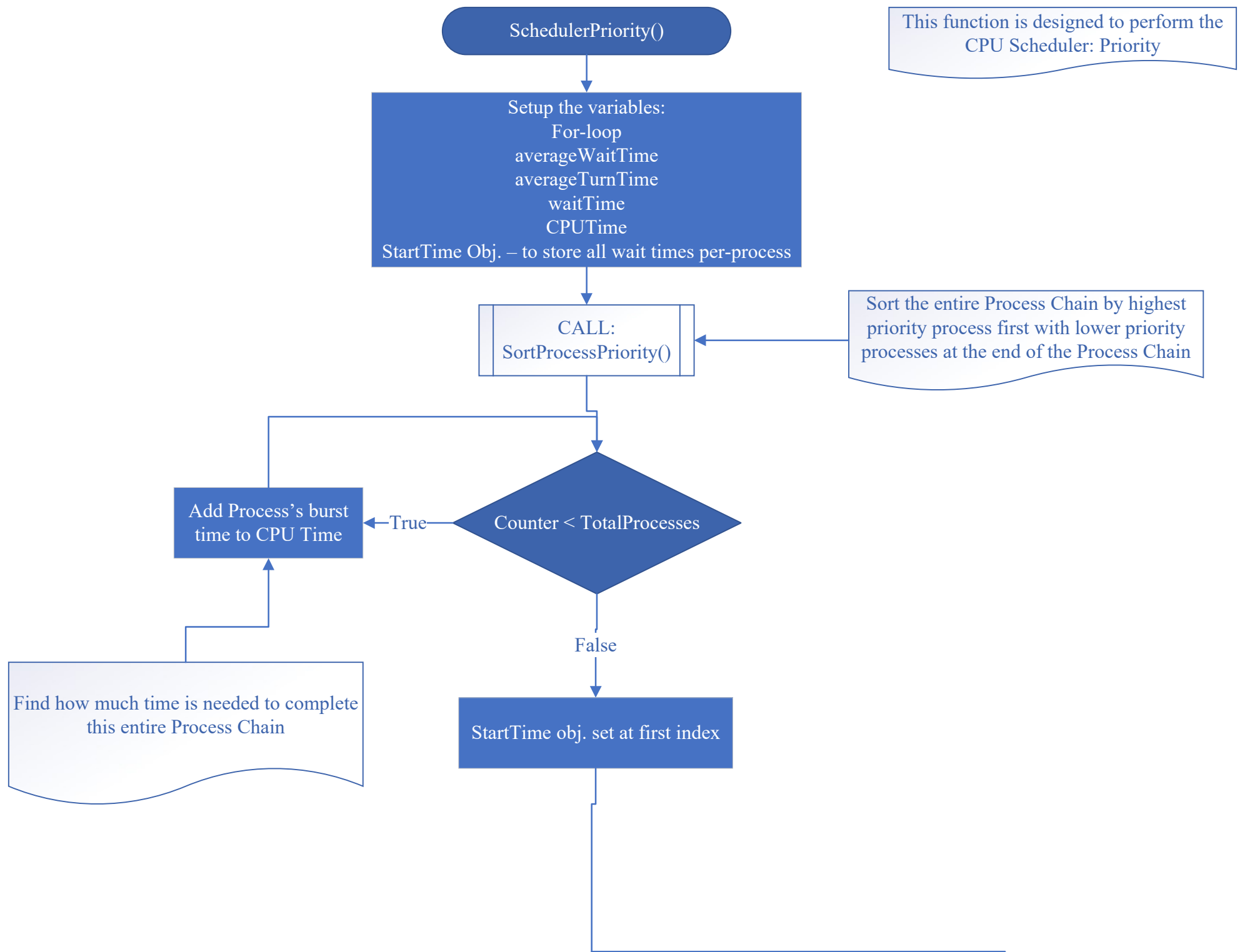


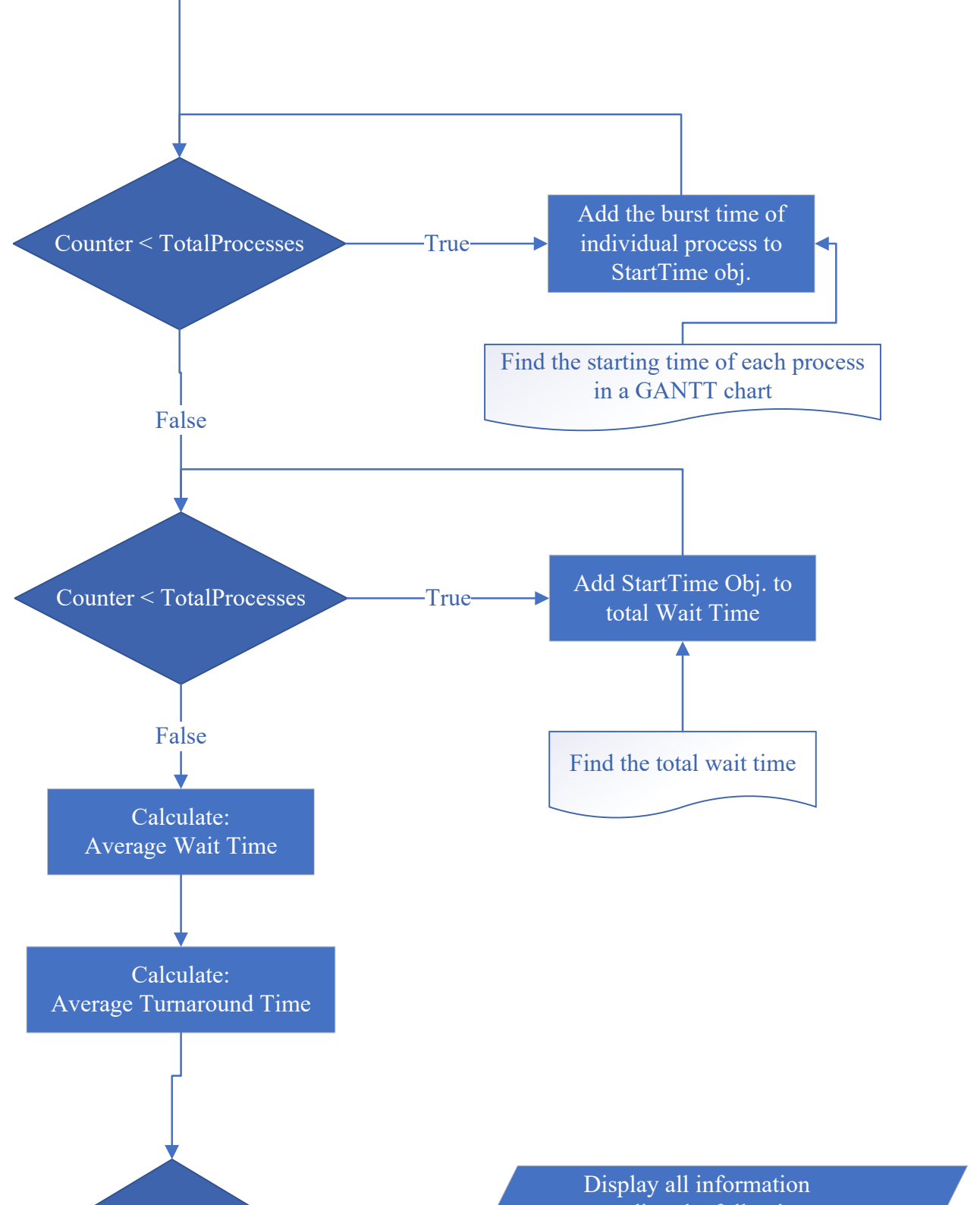


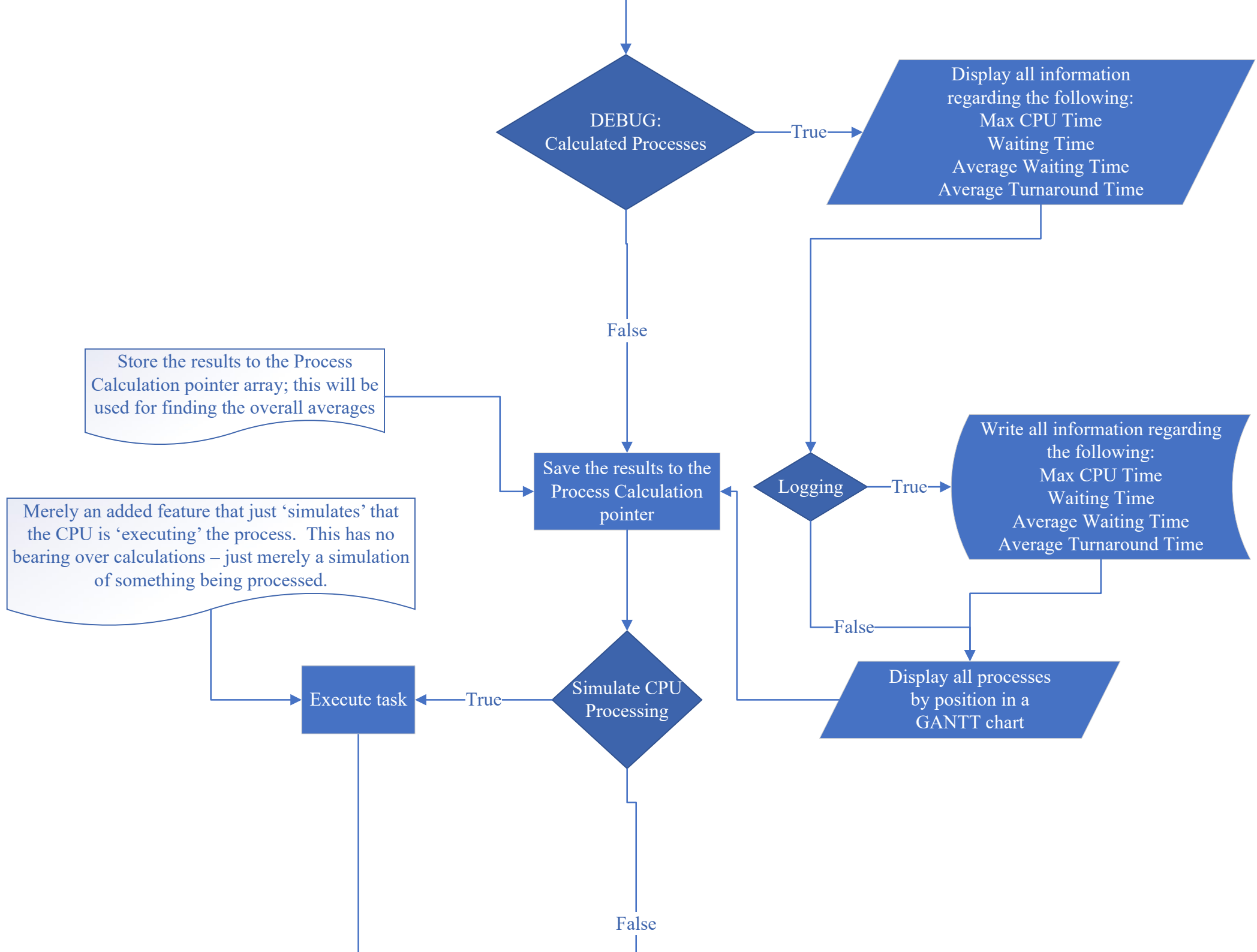


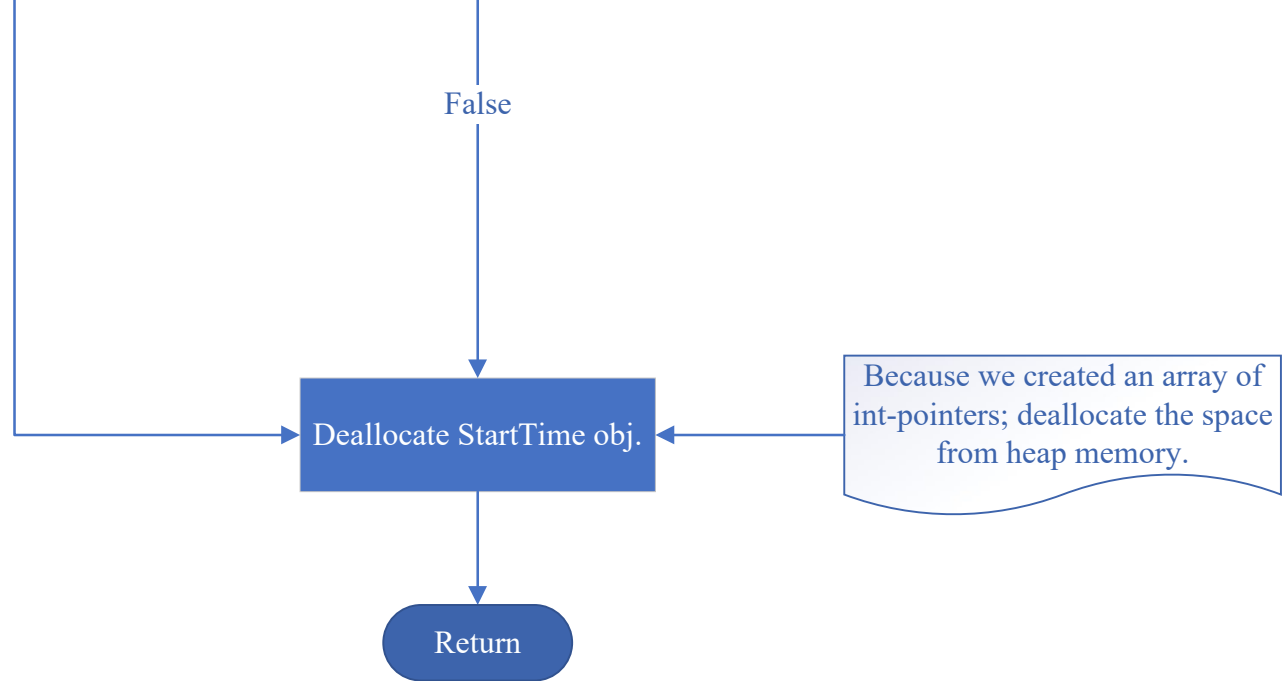












SchedulerRoundRobin()

This function is designed to perform the  
CPU Scheduler: Round Robin

Setup the variables:  
For-loop  
averageWaitTime  
averageTurnTime  
waitTime  
CPUTime  
StartTime Obj. – to store all wait times per-process  
TurnTime Obj. – to store all turnaround times per-process

Counter < TotalProcesses

False

Add Process's burst  
time to CPU Time

True

Infinite  
Loop

A

True

Set Done to True

Find how much time is needed to complete  
this entire Process Chain

False

