Computer

Blind Guardian

SGPEMv2

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Apri   Salva   Riproduci   Pausa   Ferma   Scheduling Policy   Resource Scheduling

Schedulables

▽ **Kagura**, arrives at: 6, base priority: 5, elapsed time: 7, current priority: 5
  ▷ **kagura**, arrives at: 0, base priority: 5, elapsed time: 7, current priority:
▷ **Momiji**, arrives at: 12, base priority: 0, elapsed time: 1, current priority: 0
▷ **Hatori**, arrives at: 14, base priority: 0, elapsed time: 1, current priority: 0
▷ **Hatsuharu**, arrives at: 15, base priority: 0, elapsed time: 1, current priority
▽ **Ayame**, arrives at: 15, base priority: 0, elapsed time: 2, current priority: 0
  ▽ **aya**, arrives at: 0, base priority: 0, elapsed time: 2, current priority: 0
      at 2: -> dita (0/3) -> dita (0/3) -> dita (0/3) -> dita (0/3) -> dita (0/3
▷ **Kisa**, arrives at: 17, base priority: 0, elapsed time: 2, current priority: 0

Resources

forchetta

ashi

dita
  kagura (2/3) kagura (2/3) aya (0/3) aya

Holt Graph

T = 26

aya

kagura

forchetta

dita

ashi

Momiji
  momiji-kun

Hatori
  tori

Hatsuharu
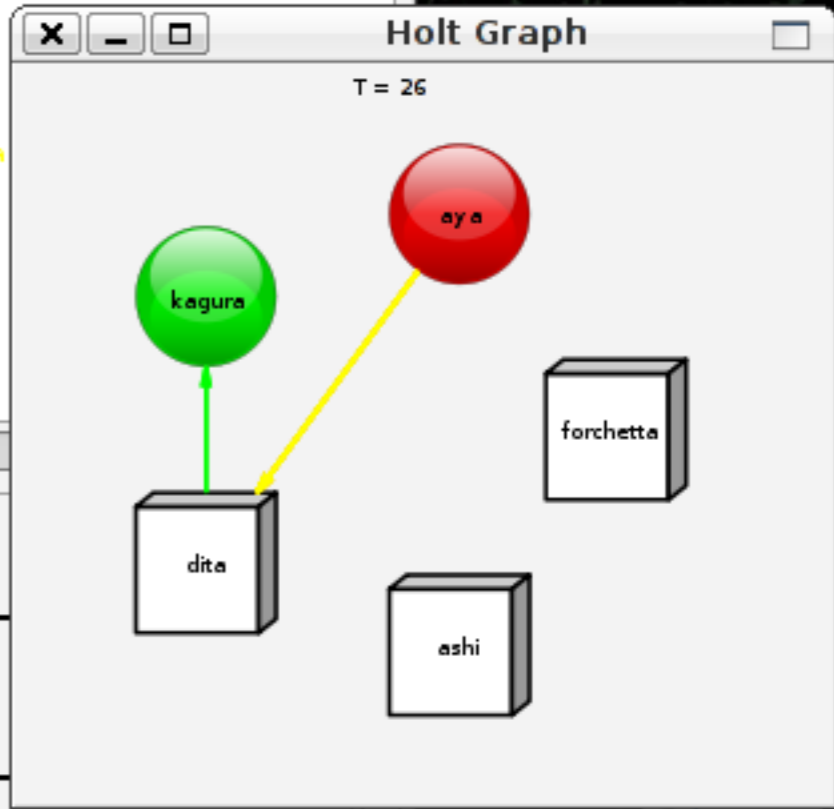 haru

Ayame
  aya

Addison Wesley -
Advanced CORBA
Programming with C
++ (1999).pdf

Ready queue: { } at instant 26

File: /home/matteo/projects/university/swe/trunk/src/testsuite/scheduling-wizards/environments/FruitsBasket_complex.xgp l...