A. Simulation (45)
Ready Q  (6) concurrent events (preemption, io_done, arrival) are handled correctly
Arrival Event (4) new process created and initialized correctly
Preemption Event (3) CPU status updated correctly
Termination Event (3) process cleanup
(3) calculation of turnaround time
(3) calculation of total ready Q wait time
(3) calculation of total I/O Q wait time
IO_request Event (3) process correctly enqueued to the I/O queue
IO_done event (3) process requeued to the ready Q
CPU usage (3) process in ready Q dispatched to use the CPU
(4) CPU statistics updated correctly
I/O device usage (3) process in I/O Q dispatched to use the I/O device
(4) process statistics updated correctly

B. Visualisation (10)
Discrete Events (2) process arrival
(2) process preemption
(2) process termination
(2) I/O request
(2) I/O completion

C. Program Design (30)
Data structure for processes : ___ / 5
Data structure for queues : ___ / 5
Data structure for events : ___ / 5
Modular C functions : ___ / 5
Coding style / proper indentation : ___ / 10

D. Documentation & Output (15)
Comment at the beginning of source code (name + brief description) : ___ / 5
Comment before each function (brief description of the function) : ___ / 5
Comment within function bodies : ___ / 5

E. Extra Credits