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## **"Qualidade de Serviço para Programas Móveis"**

The specification and management of quality of service (QoS) has become an important requirement for supporting the execution of programs that can migrate from one computer to another, especially for dealing with time constraints in multimedia applications. This work presents a QoS policy proposal for mobile programs, exploring the allocation of CPU cycles according to the characteristics and needs of each program. Considering that many mobile programs have real-time requirements (of the soft real-time type), a policy proposal should incorporate a scheduling scheme for these programs as well as for non-real-time programs running on the same machine. To this end, it is necessary that the scheduling scheme can be adapted to changes in the load of the machine in use without interfering with the execution of the real-time tasks. Through the implementation of the scheduling algorithm in the Java-Linux environment, this scheme is assessed.