



1. Arrival time
2. Waiting time
3. Response time
4. Burst time
5. Completion time
6. Turn Around Time

1. Arrival Time-

- Arrival time is the point of time at which a process enters the ready queue.

2. Waiting Time-

- Waiting time is the amount of time spent by a process waiting in the ready queue for getting the CPU.

$$\text{Waiting time} = \text{Turn Around time} - \text{Burst time}$$

3. Response Time-

- Response time is the amount of time after which a process gets the CPU for the first time after entering the ready queue.

$$\text{Response Time} = \text{Time at which process first gets the CPU} - \text{Arrival time}$$

4. Burst Time-

- Burst time is the amount of time required by a process for executing on CPU.
- It is also called as **execution time** or **running time**.
- Burst time of a process can not be known in advance before executing the process.
- It can be known only after the process has executed.

5. Completion Time-

- Completion time is the point of time at which a process completes its execution on the CPU and takes exit from the system.
- It is also called as **exit time**.

6. Turn Around Time-

- Turn Around time is the total amount of time spent by a process in the system.
- When present in the system, a process is either waiting in the ready queue for getting the CPU or it is executing on the CPU.

Turn Around time = Burst time + Waiting time

OR

Turn Around time = Completion time – Arrival time