3.1 Round Robin scheduling

Turnaround time = Completion time - Arrival time Waiting time = Turnaround time - Burst time

```
T1 Waiting time = (1 - 0) - (1) = 0

T2 Waiting time = (3 - 0) - (2) = 1

T3 Waiting time = (13 - 0) - (4) = 9

T4 Waiting time = (16 - 0) - (6) = 10

T5 Waiting time = (40 - 0) - (8) = 32

T6 Waiting time = (42 - 11) - (8) = 23

T7 Waiting time = (37 - 11) - (6) = 20

T8 Waiting time = (38 - 11) - (4) = 23

T9 Waiting time = (27 - 11) - (2) = 14

T10 Waiting time = (28 - 11) - (1) = 15
```

Longest: **T5**Shortest: **T1**

Average = (0+1+9+10+32+23+18+33+14+15) / 10 = 15.5

3.2 First Come First Serve scheduling

Turnaround time = Completion time - Arrival time Waiting time = Turnaround time - Burst time

```
T1 Waiting time = (1 - 0) - 1 = 0

T2 Waiting time = (3 - 0) - 2 = 1

T3 Waiting time = (7 - 0) - 4 = 3

T4 Waiting time = (13 - 0) - 6 = 7

T5 Waiting time = (31 - 0) - 8 = 23

T6 Waiting time = (29 - 11) - 8 = 10

T7 Waiting time = (35 - 11) - 6 = 18

T8 Waiting time = (39 - 11) - 4 = 24

T9 Waiting time = (41 - 11) - 2 = 28

T10 Waiting time = (42 - 11) - 1 = 30
```

Longest: **T10** Shortest: **T1**

Average = (0+1+3+7+23+10+18+24+28+30) / 10 = 14.4