

Exercise Sheet 2

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1 Definitions

1.1 Turnaround time

Average time a process needs from arriving to finishing.

1.2 Response time

Average time a process has to wait for its first CPU time.

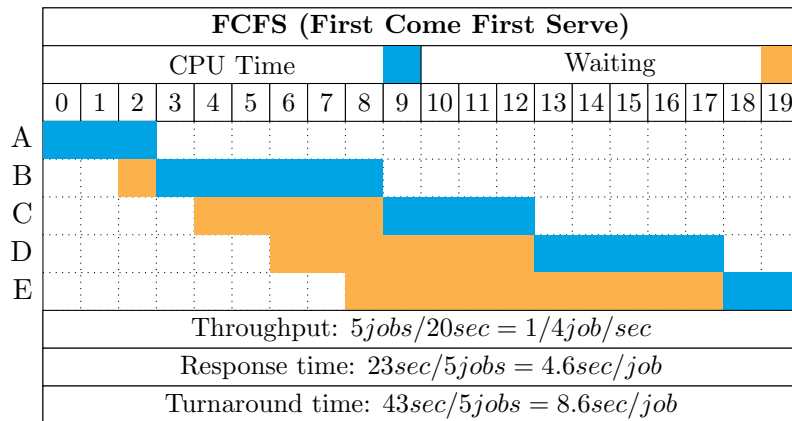
1.3 Troughput

Average number of processes per second.

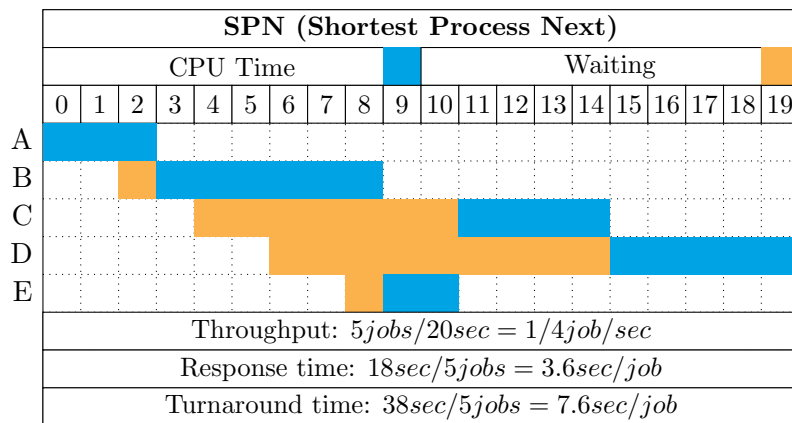
2 Processes

Process	Arrival Time	Service Time	Priority
A	0	3	1
B	2	6	1
C	4	4	2
D	6	5	2
E	8	2	3

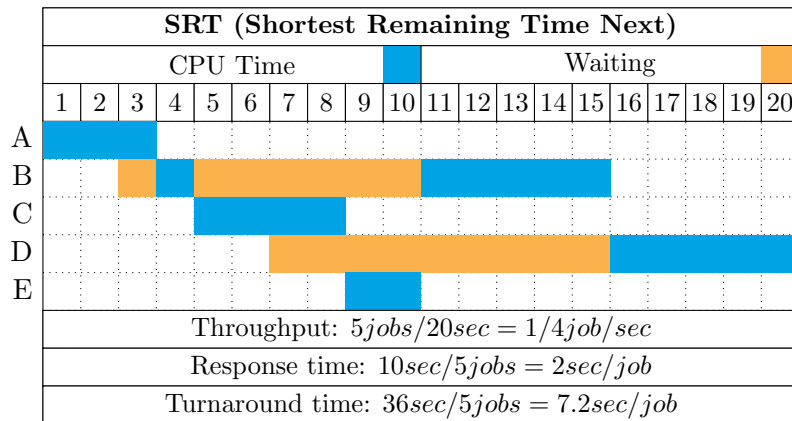
3 FCFS(First Come First Serve)



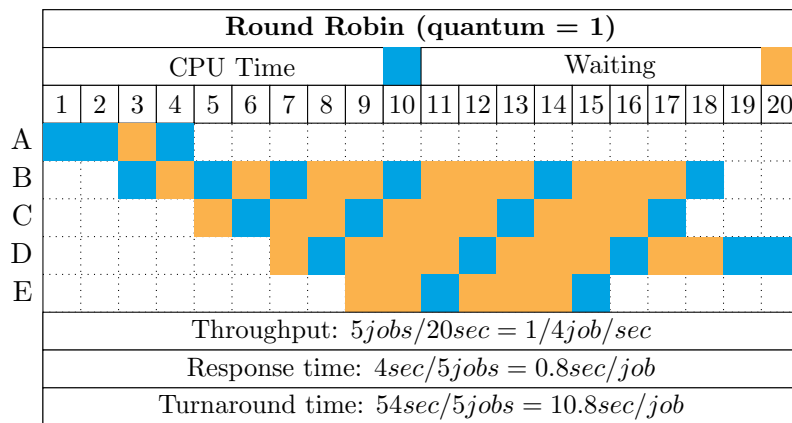
4 SPN (Shortest Process Next)



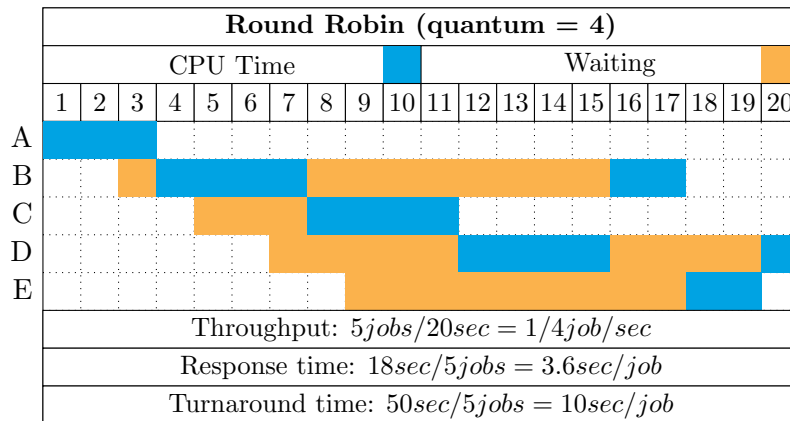
5 SRT (Shortest Remaining Time Next)



6 Round Robin (quantum = 1)

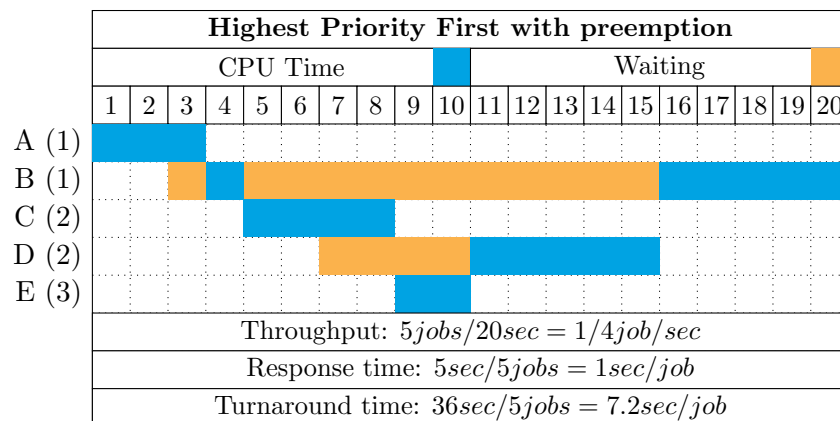


7 Round Robin (quantum = 4)



8 Highest Priority First with preemption

Note: Contradictory to Unix/BSD it is assumed that higher number equals higher priority.



9 Highest Priority First without preemption

Note: Contradictory to Unix/BSD it is assumed that higher number equals higher priority.

