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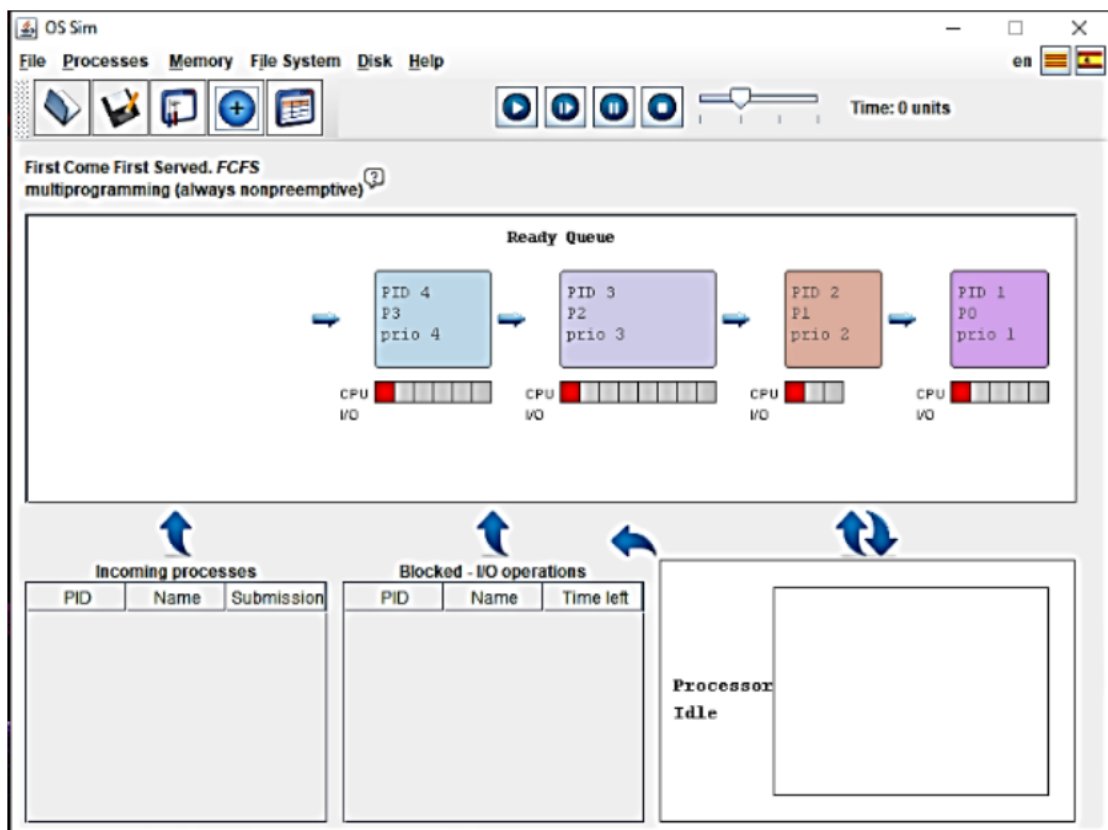
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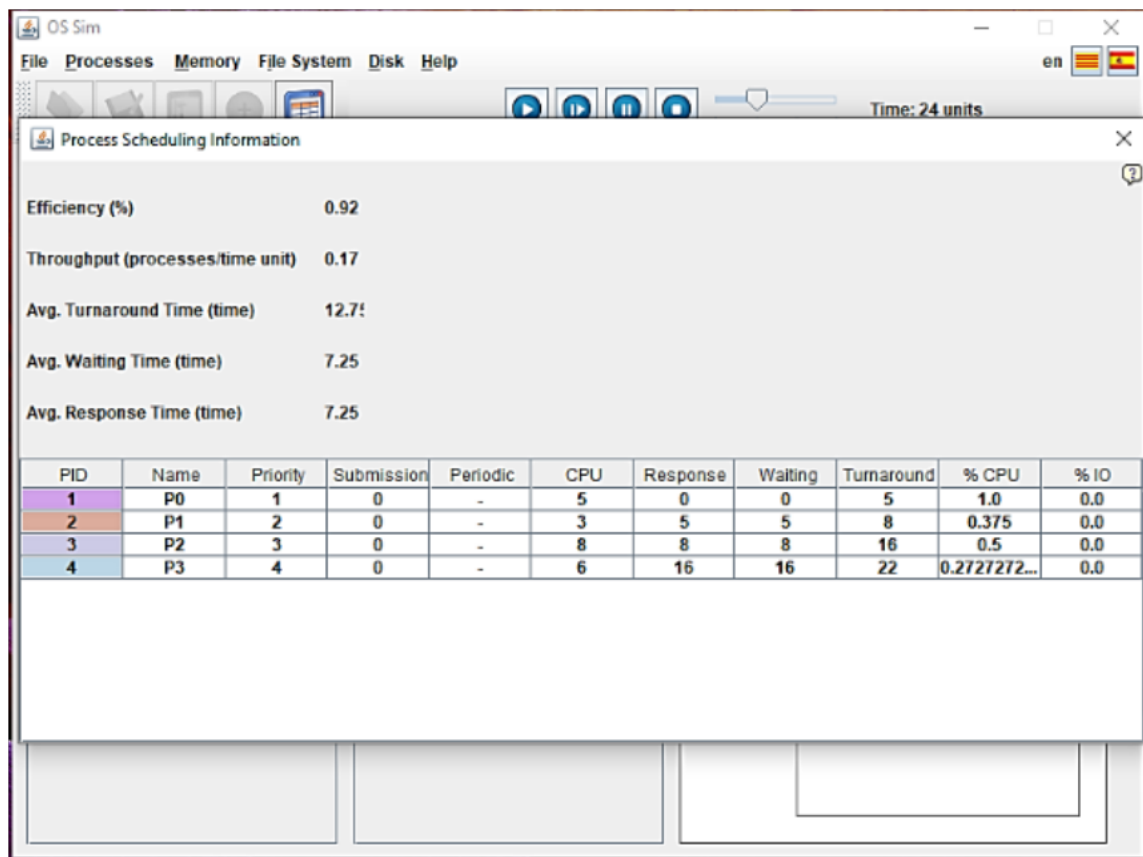
KELAS : C

Modul 11

1. FCFS

| Process | Arrival Time | Burst Time | Service Time |
|---------|--------------|------------|--------------|
| P0 | 0 | 5 | 0 |
| P1 | 1 | 3 | 5 |
| P2 | 2 | 8 | 8 |
| P3 | 3 | 6 | 16 |



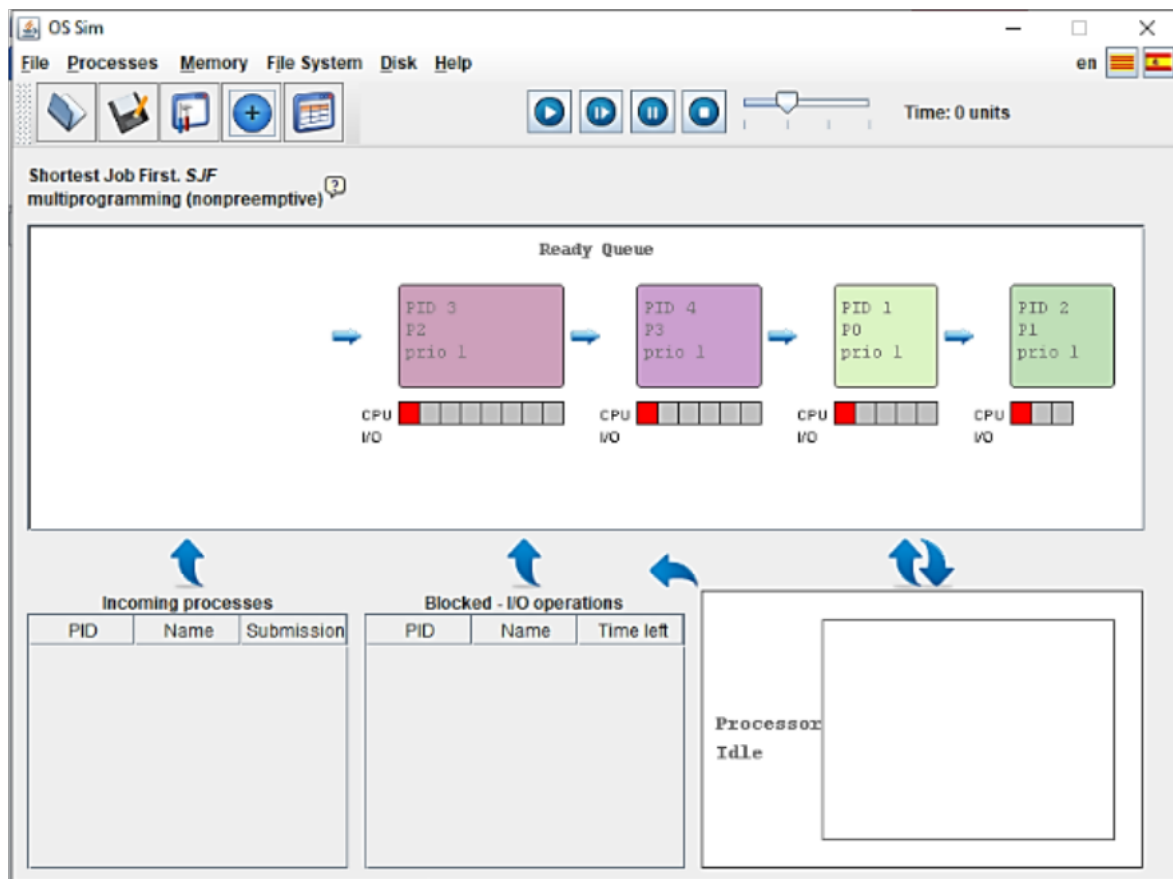


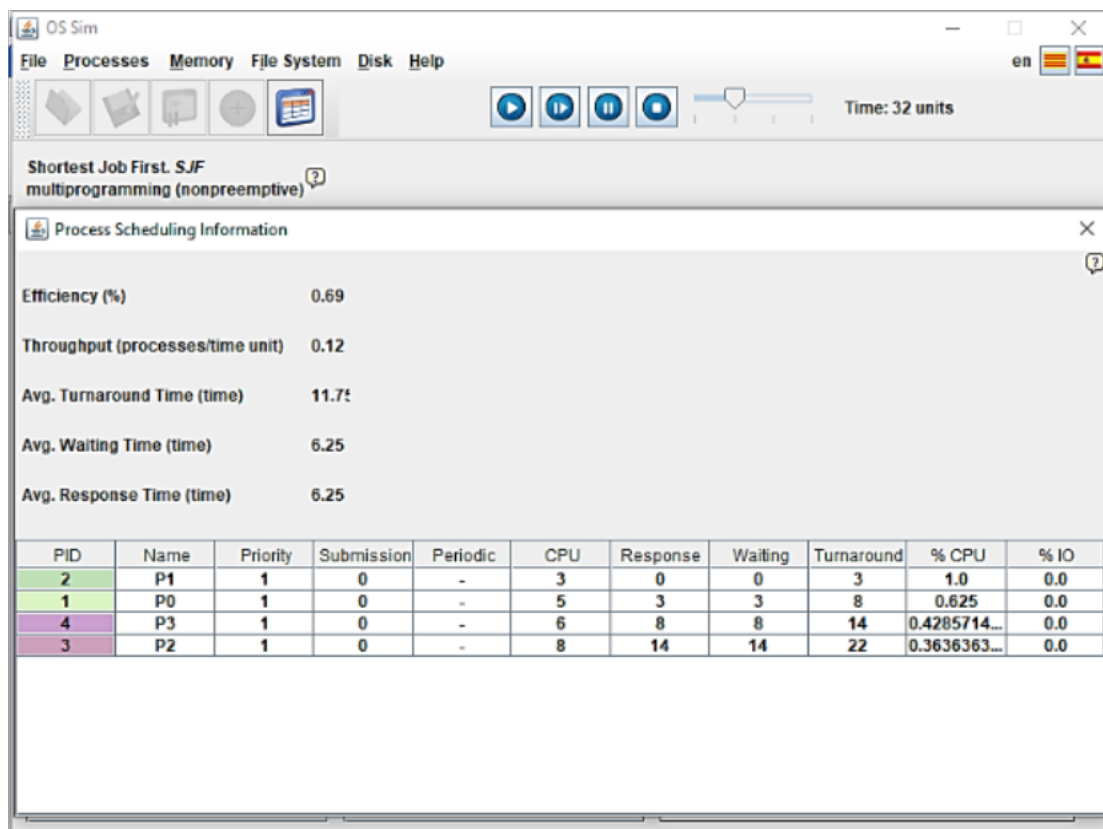
| Processes | Wait Time : Service Time – Arrival Time |
|--------------|---|
| P0 | 0 |
| P1 | 5 |
| P2 | 8 |
| P3 | 16 |
| Av wait time | 7.25 |

2. SJF

| Process | Arrival Time | Burst Time | Service Time |
|---------|--------------|------------|--------------|
| P0 | 0 | 5 | 0 |
| P1 | 1 | 3 | 5 |
| P2 | 2 | 8 | 8 |
| P3 | 3 | 6 | 16 |

Non-preemptive



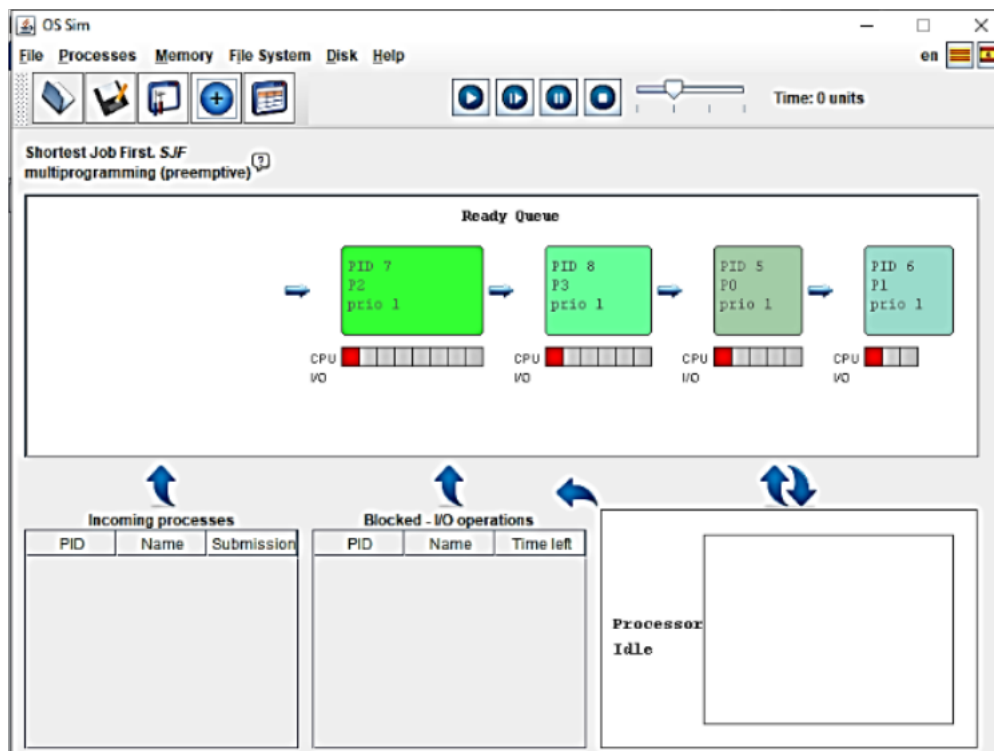


| Processes | Wait Time : Service Time – Arrival Time |
|-------------------|---|
| P0 | 3 |
| P1 | 0 |
| P2 | 14 |
| P3 | 8 |
| Average wait time | 6.25 |

Preemptive

| Process | Arrival Time | Burst Time | Service Time |
|---------|--------------|------------|--------------|
| P0 | 0 | 5 | 0 |
| P1 | 1 | 3 | 5 |
| P2 | 2 | 8 | 8 |

| | | | |
|----|---|---|----|
| P3 | 3 | 6 | 16 |
|----|---|---|----|



OS Sim

File Processes Memory File System Disk Help

en

Time: 66 units

Shortest Job First, SJF multiprogramming (preemptive)

Process Scheduling Information

Efficiency (%) 0.33

Throughput (processes/time unit) 0.06

Avg. Turnaround Time (time) 11.75

Avg. Waiting Time (time) 6.25

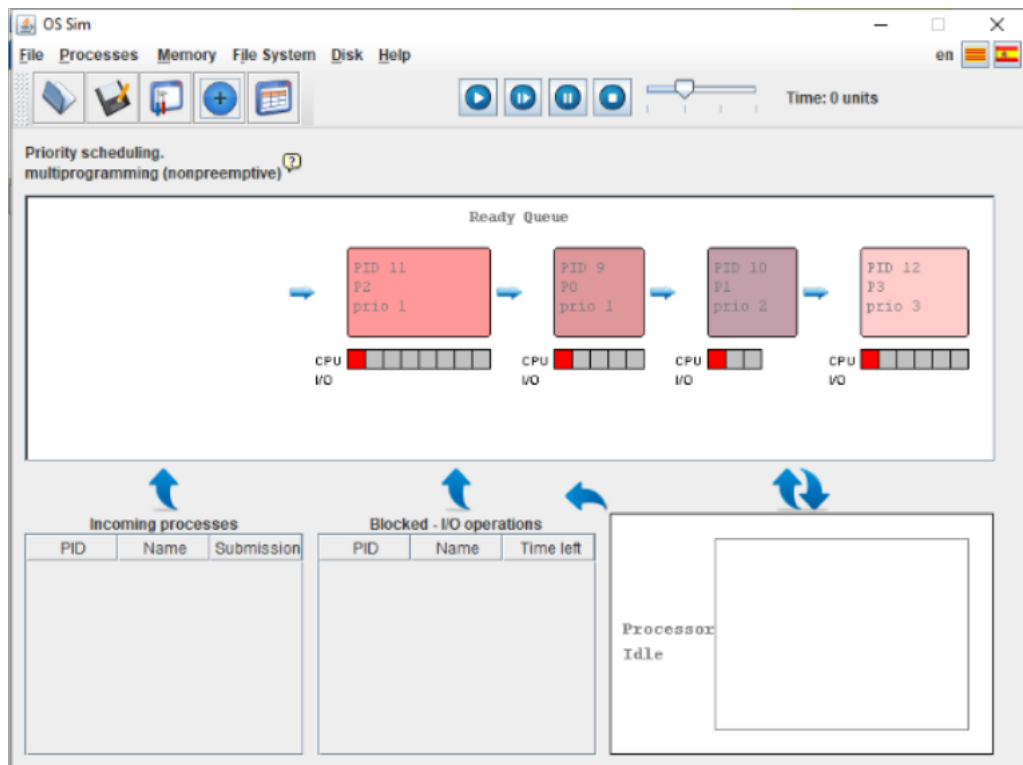
Avg. Response Time (time) 6.25

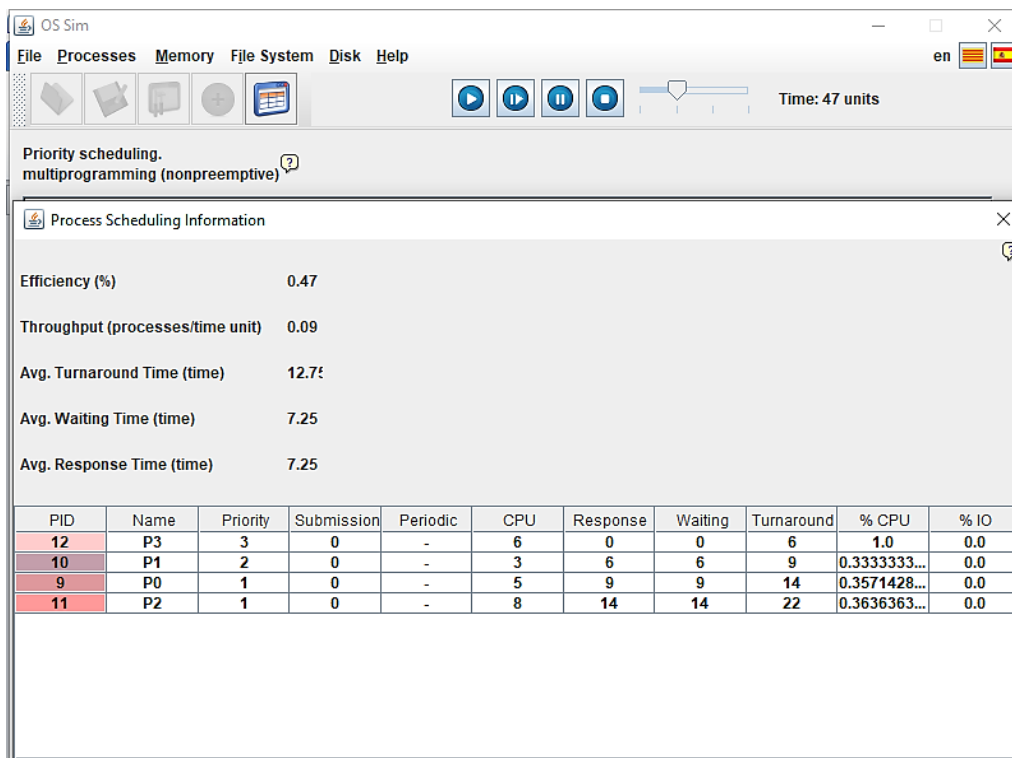
| PID | Name | Priority | Submission | Periodic | CPU | Response | Waiting | Turnaround | % CPU | % IO |
|-----|------|----------|------------|----------|-----|----------|---------|------------|--------------|------|
| 6 | P1 | 1 | 0 | - | 3 | 0 | 0 | 3 | 1.0 | 0.0 |
| 5 | P0 | 1 | 0 | - | 5 | 3 | 3 | 8 | 0.625 | 0.0 |
| 8 | P3 | 1 | 0 | - | 6 | 8 | 8 | 14 | 0.4285714... | 0.0 |
| 7 | P2 | 1 | 0 | - | 8 | 14 | 14 | 22 | 0.3636363... | 0.0 |

| Processes | Wait Time : Service Time – Arrival Time |
|--------------|---|
| P0 | 3 |
| P1 | 0 |
| P2 | 14 |
| P3 | 8 |
| Av wait time | 6.25 |

3. Priority

| Process | Arrival Time | Burst Time | Priority | Service Time |
|---------|--------------|------------|----------|--------------|
| P0 | 0 | 5 | 1 | 0 |
| P1 | 1 | 3 | 2 | 11 |
| P2 | 2 | 8 | 1 | 14 |
| P3 | 3 | 6 | 3 | 5 |

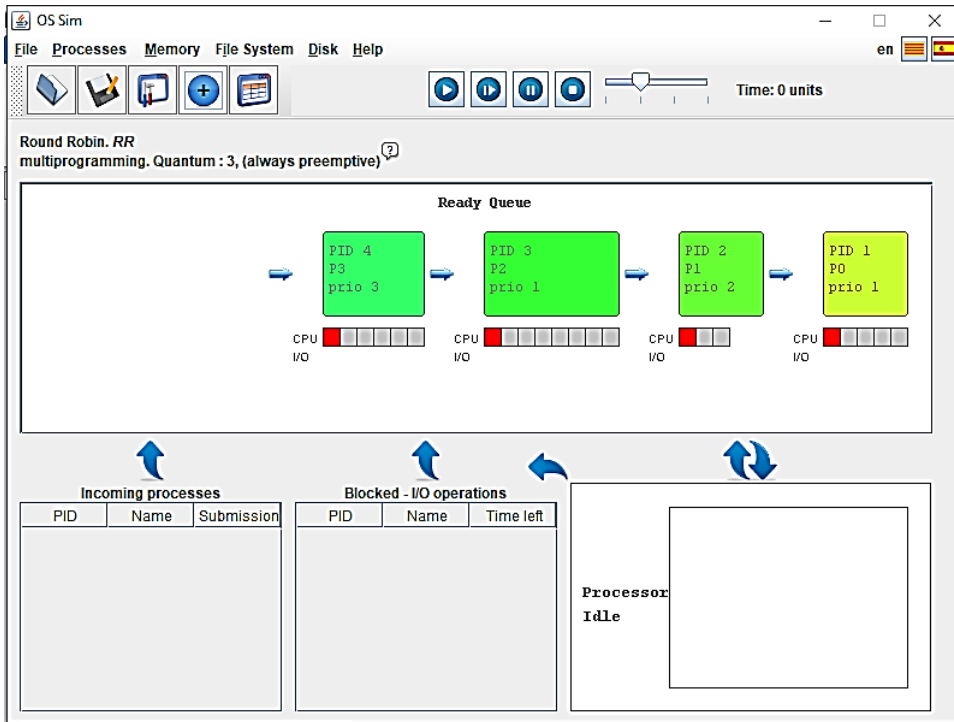




| Processes | Wait Time : Service Time – Arrival Time |
|-------------------|---|
| P0 | 9 |
| P1 | 6 |
| P2 | 14 |
| P3 | 0 |
| Average wait time | 7.25 |

4. Round Robin (quantum time = 3)

| Process | Arrival Time | Burst Time | Priority | Service Time |
|---------|--------------|------------|----------|--------------|
| P0 | 0 | 5 | 1 | 0 |
| P1 | 1 | 3 | 2 | 11 |
| P2 | 2 | 8 | 1 | 14 |
| P3 | 3 | 6 | 3 | 5 |



OS Sim

File Processes Memory File System Disk Help

en

Time: 31 units

Round Robin. RR multiprogramming. Quantum : 3, (always preemptive)

Process Scheduling Information

Efficiency (%) 0.71

Throughput (processes/time unit) 0.13

Avg. Turnaround Time (time) 15.50

Avg. Waiting Time (time) 10.00

Avg. Response Time (time) 4.50

| PID | Name | Priority | Submission | Periodic | CPU | Response | Waiting | Turnaround | % CPU | % IO |
|-----|------|----------|------------|----------|-----|----------|---------|------------|--------------|------|
| 2 | P1 | 2 | 0 | - | 3 | 3 | 3 | 6 | 0.5 | 0.0 |
| 1 | P0 | 1 | 0 | - | 5 | 0 | 9 | 14 | 0.3571428... | 0.0 |
| 4 | P3 | 3 | 0 | - | 6 | 9 | 14 | 20 | 0.3 | 0.0 |
| 3 | P2 | 1 | 0 | - | 8 | 6 | 14 | 22 | 0.3636363... | 0.0 |

| Proces s | Wait Time : Service Time – Arrival Time |
|--------------|---|
| P0 | 9 |
| P1 | 3 |
| P2 | 14 |
| P3 | 14 |
| Av wait time | 10 |