```
------------------------------------------------------------
                 CPU Scheduling Simulation
------------------------------------------------------------


  ----------------------------------------
  | Process | Arrival  |  Burst |
  ----------------------------------------
  | P1      |     6    |    11   |
  | P2      |     2    |    20   |
  | P3      |     0    |    14   |
  | P4      |     4    |    20   |
  ----------------------------------------



------------------------------------------------------------
            First Come First Served Scheduling
------------------------------------------------------------

Gant Chart:

[0 - 14]          process P3 running
[14 - 34]         Process P2 running
[34 - 54]         Process P4 running
[54 - 65]         Process P1 running


Turnaround times:
P3 = 14
P2 = 32
P4 = 50
P1 = 59

Wait times:
P3 = 0
P2 = 12
P4 = 30
P1 = 48

Response times:
P3 = 0
P2 = 12
```

```
-------------------------------------------------------
                Round Robin Scheduling
-------------------------------------------------------

Gant Chart:

[0  -   4]          process P3 running
[4  -   8]          process P2 running
[8  -  12]          process P4 running
[12 -  16]          process P3 running
[16 -  20]          process P1 running
[20 -  24]          process P2 running
[24 -  28]          process P4 running
[28 -  32]          process P3 running
[32 -  36]          process P1 running
[36 -  40]          process P2 running
[40 -  44]          process P4 running
[44 -  46]          process P3 running
[46 -  49]          process P1 running
[49 -  53]          process P2 running
[53 -  57]          process P4 running
[57 -  61]          process P2 running
[61 -  65]          process P4 running

Turnaround times:
P3 = 46
P2 = 59
P4 = 61
P1 = 43

Wait times:
P3 = 32
P2 = 39
P4 = 41
P1 = 32


Response Times:
P3 = 0
P2 = 2
P4 = 4
```