# Quest 5

* Table
  + Process   Process-Arrival-Time   CPU burst  
             P1               0                                      6  
             P2               1                                      2  
             P3               2                                      4  
             P4               4                                      3
  + Calc AVT and response time
* FCFS
  + P1 finish 6, turn around = 6, wait = 0
  + P2 finish 8, turn around = 7, wait = 5
  + P3 finish 12, turn around = 10, wait = 6
  + P4 finish = 15, turn around = 11, wait = 8
  + AVT = 6 + 7 + 10 + 11 = 8.5
  + Average response time = 4.75
* Round Robin
  + Quantum = 3
    - P1 start 0 and 11 ends at 14, ta = 14, wait = 8
    - P2 starts at 3 ends at 5, ta = 4, wait = 2
    - P3 starts at 5 and 14 ends at 15, ta = 13, wait = 9
    - P4 starts at 8 ends at 11, ta = 7, wait = 4
    - AVT = 10
    - ART= 5.75
  + Quantum = 4
    - P1 start 0 and ends at 15, ta = 15, wait = 9
    - P2 starts at 4 ends at 6, ta = 5, wait = 3
    - P3 starts at 6 ends at 10, ta = 8, wait = 4
    - P4 starts at 10 ends at 13, ta = 9, wait = 6
    - AVT = 925
    - ART= 5.5
* SJF
  + Pre
    - P1 start 0 and ends at 15, ta = 15, wait = 9
    - P2 starts at 1 ends at 3, ta = 2, wait = 0
    - P3 starts at 3 and 7 ends at 10, ta = 8, wait = 4
    - P4 starts at 4 ends at 7, ta = 3, wait = 0
    - AVT = 7
    - ART= 3.25
  + Not pre
    - P1 start 0 ends at 6, ta = 6, wait = 0
    - P2 starts at 6 ends at 8, ta = 7, wait = 5
    - P3 starts at 11 ends at 15, ta = 13, wait = 9
    - P4 starts at 8 ends at 11, ta = 7, wait = 4
    - AVT = 5.75
    - ART= 4.5