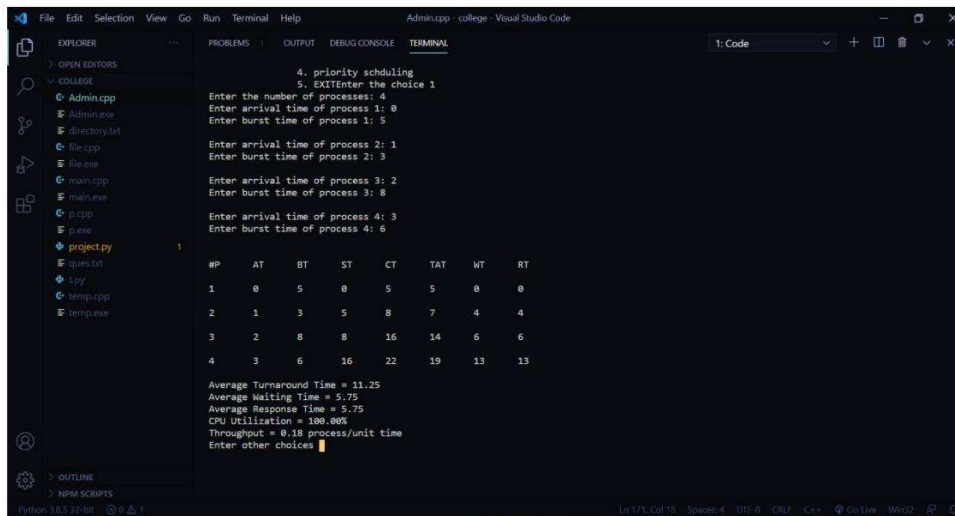


FCFS:

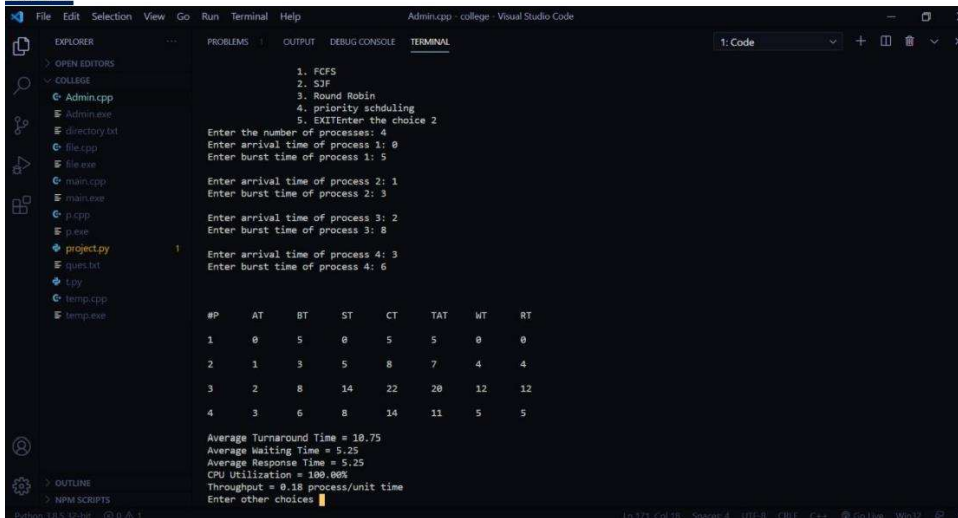


```
File Edit Selection View Go Run Terminal Help Admin.cpp - college - Visual Studio Code
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL 1: Code
4. priority scheduling
5. EXITEnter the choice 1
Enter the number of processes: 4
Enter arrival time of process 1: 0
Enter burst time of process 1: 5
Enter arrival time of process 2: 1
Enter burst time of process 2: 3
Enter arrival time of process 3: 2
Enter burst time of process 3: 8
Enter arrival time of process 4: 3
Enter burst time of process 4: 6

#P  AT  BT  ST  CT  TAT  WT  RT
1   0   5   0   5   5   0   0
2   1   3   5   8   7   4   4
3   2   8   8   16  14   6   6
4   3   6   16  22  19  13  13

Average Turnaround Time = 11.25
Average Waiting Time = 5.75
Average Response Time = 5.75
CPU Utilization = 100.00%
Throughput = 0.18 process/unit time
Enter other choices
```

SJF:

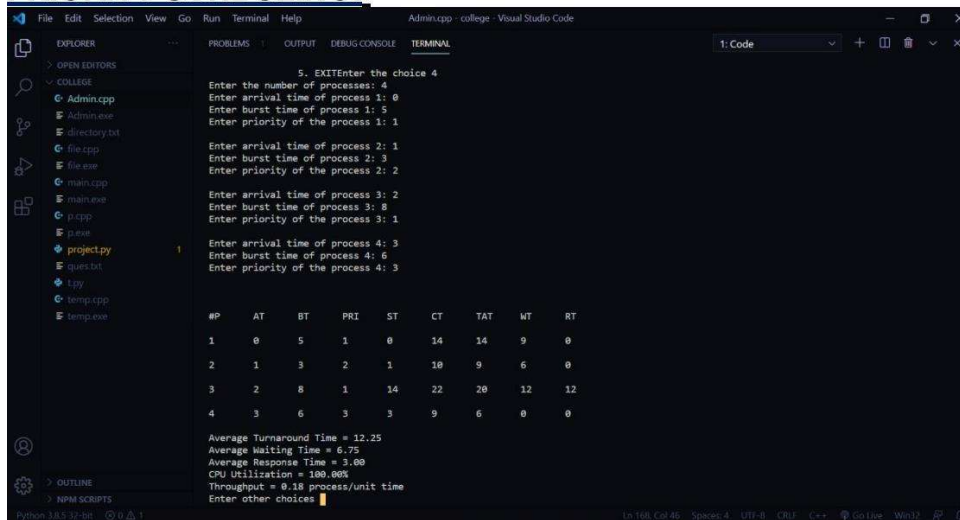


```
File Edit Selection View Go Run Terminal Help Admin.cpp - college - Visual Studio Code
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL 1: Code
1. FCFS
2. SJF
3. Round Robin
4. priority scheduling
5. EXITEnter the choice 2
Enter the number of processes: 4
Enter arrival time of process 1: 0
Enter burst time of process 1: 5
Enter arrival time of process 2: 1
Enter burst time of process 2: 3
Enter arrival time of process 3: 2
Enter burst time of process 3: 8
Enter arrival time of process 4: 3
Enter burst time of process 4: 6

#P  AT  BT  ST  CT  TAT  WT  RT
1   0   5   0   5   5   0   0
2   1   3   5   8   7   4   4
3   2   8   14  22  20  12  12
4   3   6   8   14  11   5   5

Average Turnaround Time = 10.75
Average Waiting Time = 5.25
Average Response Time = 5.25
CPU Utilization = 100.00%
Throughput = 0.18 process/unit time
Enter other choices
```

PRIORITY SCHEDULING:



The screenshot shows a Visual Studio Code window with a C++ project named 'Admin.cpp - college'. The 'TERMINAL' tab is active, displaying the output of a priority scheduling simulation. The program prompts the user to enter the number of processes (4), arrival times, burst times, and priorities for each process. The results are shown in a table with columns: #P, AT, BT, PRI, ST, CT, TAT, WT, and RT. Below the table, the average turnaround time is 12.25, average waiting time is 6.75, average response time is 3.00, CPU utilization is 100.00%, and throughput is 0.18 process/unit time.

```
5. EXITEnter the choice 4
Enter the number of processes: 4
Enter arrival time of process 1: 0
Enter burst time of process 1: 5
Enter priority of the process 1: 1

Enter arrival time of process 2: 1
Enter burst time of process 2: 3
Enter priority of the process 2: 2

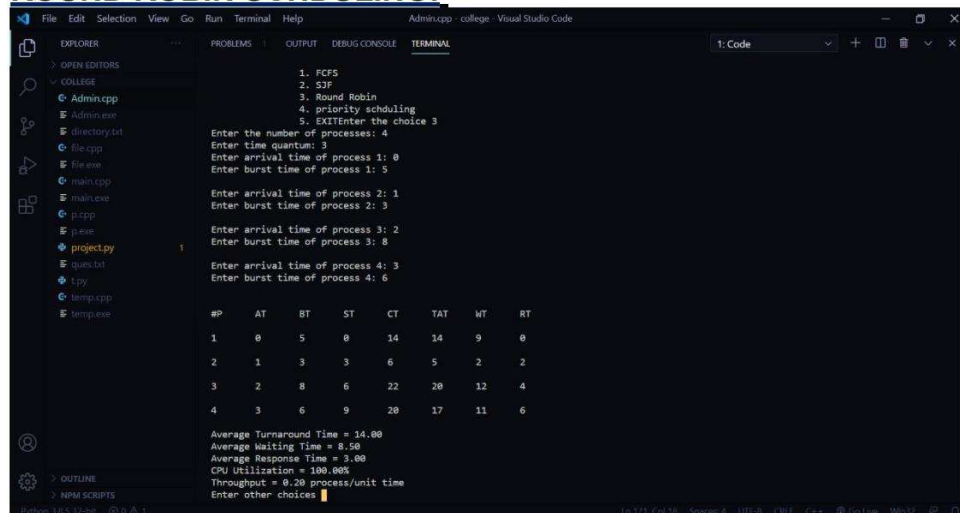
Enter arrival time of process 3: 2
Enter burst time of process 3: 8
Enter priority of the process 3: 1

Enter arrival time of process 4: 3
Enter burst time of process 4: 6
Enter priority of the process 4: 3
```

#P	AT	BT	PRI	ST	CT	TAT	WT	RT
1	0	5	1	0	14	14	9	0
2	1	3	2	1	10	9	6	0
3	2	8	1	14	22	20	12	12
4	3	6	3	3	9	6	0	0

Average Turnaround Time = 12.25
Average Waiting Time = 6.75
Average Response Time = 3.00
CPU Utilization = 100.00%
Throughput = 0.18 process/unit time
Enter other choices

ROUND ROBIN SCHEDULING:



The screenshot shows a Visual Studio Code window with a C++ project named 'Admin.cpp - college'. The 'TERMINAL' tab is active, displaying the output of a round robin scheduling simulation. The program prompts the user to enter the number of processes (4), arrival times, burst times, and a time quantum (3). The results are shown in a table with columns: #P, AT, BT, ST, CT, TAT, WT, and RT. Below the table, the average turnaround time is 14.00, average waiting time is 8.50, average response time is 3.00, CPU utilization is 100.00%, and throughput is 0.20 process/unit time.

```
1. FCFS
2. SJF
3. Round Robin
4. priority scheduling
5. EXITEnter the choice 3
Enter the number of processes: 4
Enter time quantum: 3
Enter arrival time of process 1: 0
Enter burst time of process 1: 5

Enter arrival time of process 2: 1
Enter burst time of process 2: 3

Enter arrival time of process 3: 2
Enter burst time of process 3: 8

Enter arrival time of process 4: 3
Enter burst time of process 4: 6
```

#P	AT	BT	ST	CT	TAT	WT	RT
1	0	5	0	14	14	9	0
2	1	3	3	6	5	2	2
3	2	8	6	22	20	12	4
4	3	6	9	20	17	11	6

Average Turnaround Time = 14.00
Average Waiting Time = 8.50
Average Response Time = 3.00
CPU Utilization = 100.00%
Throughput = 0.20 process/unit time
Enter other choices