

Working with CPU Scheduling algorithms

1. Given the list of processes, their CPU burst times and arrival time, display/print the Gantt chart for FCFS. Compute the waiting time and turnaround time for each processor. Print the table of information which contains process name, execution time, waiting time and turnaround time. Finally print the average waiting time and average turnaround time.

Process	Burst Time	Arrival Time
P1	12	0
P2	25	2
P3	13	1
P4	7	0
P5	11	5

2. Write a C program to implement Shortest Job First CPU scheduling algorithm where Processes do not arrive at the same time. Display the following results in a table format.
 - i) Arrival time and Burst time of every process.
 - ii) Waiting time and turnaround time of every process.
 - iii) Average waiting time and turnaround time.
 - iv) Total idle time of the processor.

Process	Burst Time
P1	12
P2	22
P3	14
P4	7
P5	10

3. Consider the following 4 jobs P1, P2, P3, and P4. Their arrival time and burst time are given below in the table.

Job	Arrival Time	Burst Time
1	0	7
2	1	4
3	3	9
4	4	5

Compute the completion time, Turn Around Time, Waiting Time and Response Time using Shortest Remaining Time First (SRTF) Scheduling Algorithm