

a) Round Robin with Quantum 3

b) Preemptive SJF

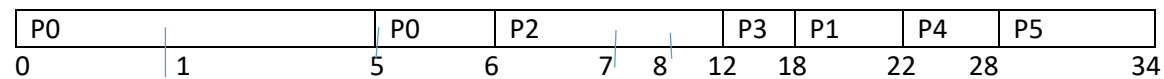
c) Non Preemptive SJF

d) Preemptive Priority

e) Non Preemptive Priority

Process	Burst time	Arrival time	Priority
P0	6	0	3
P1	4	1	3
P2	6	5	1
P3	6	6	1
P4	6	7	5
P5	6	8	6

E) NON Preemptive Priority



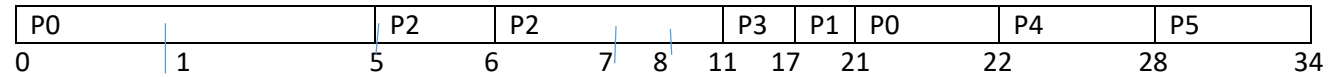
P0(6)³ P1(4)³ P2(6)¹ P3(6)¹ P4(6)⁵ P5(6)⁶

SAME PRIORITY, NO PREEMPTION, TO REDUCE CONTEXT SWITCH

SAME PRIORITY, CHOOSE FCFS

d) Preemptive Priority

PO(1)³



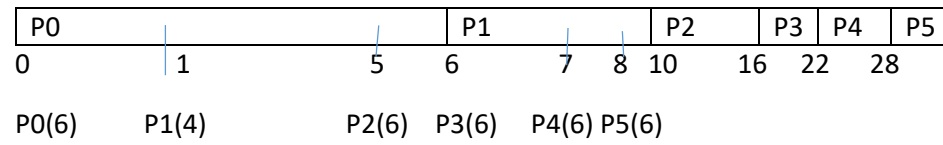
P0(6)³ P1(4)³ P2(6)¹ P3(6)¹ P4(6)⁵ P5(6)⁶

SAME PRIORITY, NO PREEMPTION, TO REDUCE CONTEXT SWITCH

SAME PRIORITY, CHOOSE FCFS

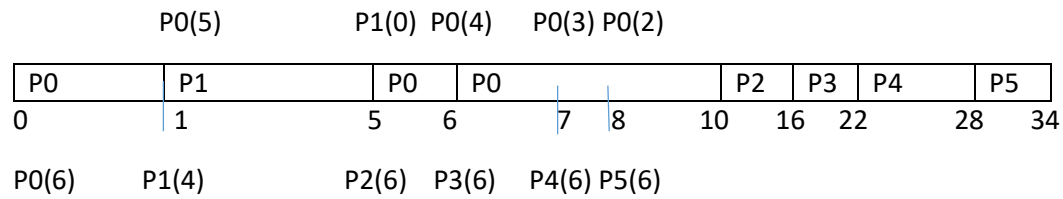
	ARRIVAL TIME	BURST TIME	FINISHING TIME	TURNAROUND TIME	WAITING TIME
P0	0	6	22	22	16
P1	1	4	21	20	16
P2	5	6	11	6	0
P3	6	6	17	11	5
P4	7	6	28	21	15
P5	8	6	34	26	20

C) noN Preemptive SJF



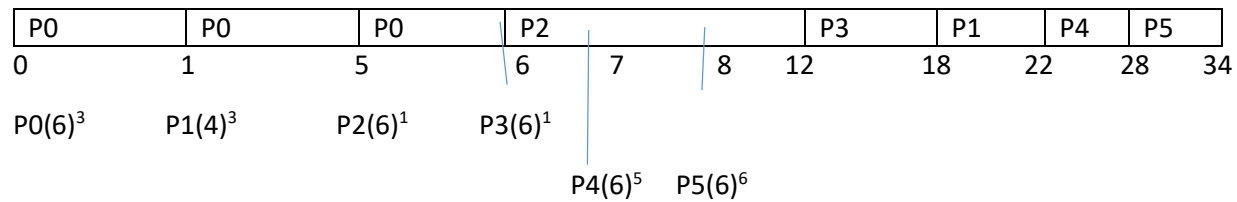
- IF BURST TIME SAME, CHOOSE FCFS

b) Preemptive SJF



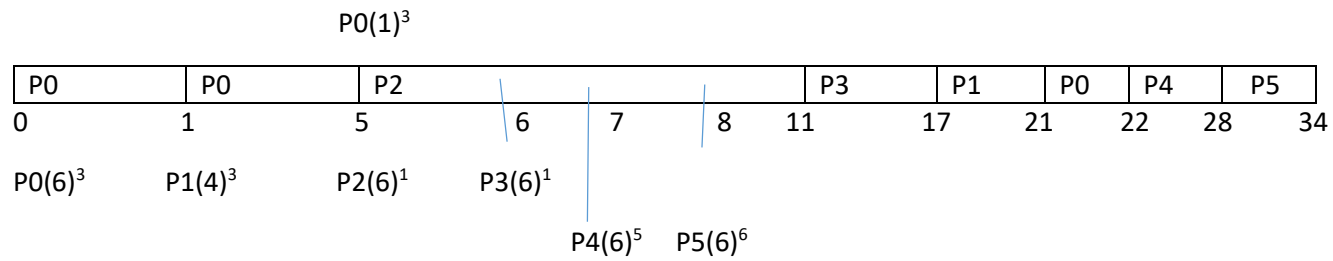
- If same burst time, look for priority
- If same priority, look for FCFS

Non Preemptive Priority



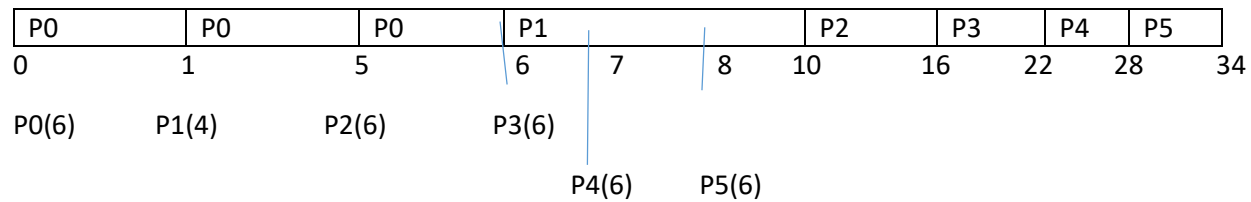
- If same priority, look for FCFS

Preemptive Priority

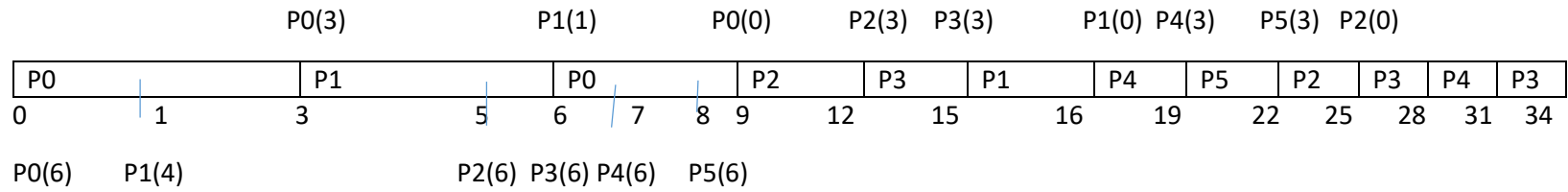


- If same priority, no preemption, to reduce context switch
- If same priority, look for FCFS

C) NON Preemptive SJF



a) Round Robin with Quantum 3



	ARRIVAL TIME	burst TIME	FINISHING TIME	TURNAROUND TIME	WAITING TIME
P0	0	6	9	9	3
P1	1	4	16	15	11
P2	5	6	25	20	14
P3	6	6	34	28	22
P4	7	6	31	24	18
P5	8	6	22	16	10