

To the left is what I expect the values of each process to be for each iteration of ticker, and I've marked the changed values after each iteration with red font; to the left is the output I got that corresponds with my expectations.

Process arrival runtime priority

Process	arrival	runtime	priority
0	0	3	0
1	2	3	2
2	4	3	0

ticker	p0	p1	p2
0	3	3	3
1	<u>2</u>	3	3
2	<u>1</u>	3	3
3	1	<u>2</u>	3
4	<u>0</u>	2	3
5	0	<u>1</u>	3
6	0	1	<u>2</u>
7	0	<u>0</u>	2
8	0	0	<u>1</u>
9	0	0	0

```
./scheduling my.in

Round Robin
tick 1 process-id 0 remaining time 2
tick 2 process-id 0 remaining time 1
tick 3 process-id 1 remaining time 2
tick 4 process-id 0 remaining time 0
tick 5 process-id 1 remaining time 1
tick 6 process-id 2 remaining time 2
tick 7 process-id 1 remaining time 0
tick 8 process-id 2 remaining time 1
tick 9 process-id 2 remaining time 0

Process arrival runtime priority starttime endtime
0 0 3 0 0 4
1 2 3 2 2 7
2 4 3 0 5 9

Average turnaround = 4.666667
Average weighted turnaround = 1.555555
```

Process arrival runtime priority

Process	arrival	runtime	priority
0	0	3	0
1	0	3	2
2	0	3	0

ticker	p0	p1	p2
0	3	3	3
1	<u>2</u>	3	3
2	2	<u>2</u>	3
3	2	2	<u>2</u>
4	<u>1</u>	2	2
5	1	<u>1</u>	2
6	1	1	<u>1</u>
7	<u>0</u>	1	1
8	0	<u>0</u>	1
9	0	0	<u>0</u>

```
/scheduling my2.in

Round Robin
tick 1 process-id 0 remaining time 2
tick 2 process-id 1 remaining time 2
tick 3 process-id 2 remaining time 2
tick 4 process-id 0 remaining time 1
tick 5 process-id 1 remaining time 1
tick 6 process-id 2 remaining time 1
tick 7 process-id 0 remaining time 0
tick 8 process-id 1 remaining time 0
tick 9 process-id 2 remaining time 0

Process arrival runtime priority starttime endtime
0 0 3 0 0 7
1 0 3 2 1 8
2 0 3 0 2 9

Average turnaround = 8.000000
Average weighted turnaround = 2.666667
```

Process	arrival	runtime	priority
0	0	6	1
1	2	3	2
2	5	3	0

ticker	p0	p1	p2
0	6	3	3
1	<u>5</u>	3	3
2	<u>4</u>	3	3
3	4	<u>2</u>	3
4	4	<u>1</u>	3
5	4	<u>0</u>	3
6	4		<u>2</u>
7	4		<u>1</u>
8	4		<u>0</u>
9	<u>3</u>		
10	<u>2</u>		
11	<u>1</u>		
12	<u>0</u>		

```
./scheduling my3.in
```

Shorted Rmaining Time

tick 1, id 0, remainingtime 5

tick 2, id 0, remainingtime 4

tick 3, id 1, remainingtime 2

tick 4, id 1, remainingtime 1

tick 5, id 1, remainingtime 0

tick 6, id 2, remainingtime 2

tick 7, id 2, remainingtime 1

tick 8, id 2, remainingtime 0

tick 9, id 0, remainingtime 3

tick 10, id 0, remainingtime 2

tick 11, id 0, remainingtime 1

tick 12, id 0, remainingtime 0

Process	arrival	runtime	priority	starttime	endtime
0	0	6	1	0	12
1	2	3	2	2	5
2	5	3	0	5	8

Average turnaround = 6.000000

Average weighted turnaround = 1.333333

Process	arrival	runtime	priority
0	0	3	0
1	2	5	7
2	4	3	5

ticker	p0	p1	p2
0	3	5	3
1	<u>2</u>	5	3
2	<u>1</u>	5	3
3	1	<u>4</u>	3
4	1	<u>3</u>	3
5	1	<u>2</u>	3
6	1	<u>1</u>	3
7	1	<u>0</u>	3
8	1		<u>2</u>
9	1		<u>1</u>
10	1		<u>0</u>
11	<u>0</u>		

```
./scheduling my4.in
```

Priority (Preemptive)

tick 1, id 0, remainingtime 2

tick 2, id 0, remainingtime 1

tick 3, id 1, remainingtime 4

tick 4, id 1, remainingtime 3

tick 5, id 1, remainingtime 2

tick 6, id 1, remainingtime 1

tick 7, id 1, remainingtime 0

tick 8, id 2, remainingtime 2

tick 9, id 2, remainingtime 1

tick 10, id 2, remainingtime 0

tick 11, id 0, remainingtime 0

Process	arrival	runtime	priority	starttime	endtime
0	0	3	0	0	11
1	2	5	7	2	7
2	4	3	5	7	10

Average turnaround = 7.333333

Average weighted turnaround = 2.222222