

Republic of the Philippines
SULTAN KUDARAT STATE UNIVERSITY
COLLEGE OF COMPUTER STUDIES
Isulan Campus, Isulan, Sultan Kudarat

PT212 – Platform Technologies
Final Examination

Name : _____ Year /Section: _____ Score: _____

Instruction: You can use extra sheets of paper for your draft and fill out the tables below with your final answer neatly and legibly. Do not forget to draw your Gantt chart in the space provided below.

Test I. First Come First Serve (FCFS)

PROCESS	AT	BT	CT	TAT	WT
P1	2	5			
P2	3	3			
P3	4	2			
P4	6	4			
P5	12	7			
P6	1	2			
P7	5	1			

- 1. Draw the Gantt chart. (15 points)
- 2. Determine the Completion Time. (7 points)
- 3. Compute the Turn Around Time. (7 points)
- 4. Compute the Waiting Time. (7 points)
- 5. Compute the Average Turn Around Time. (2 points)
- 6. Compute the Average Waiting Time. (2 points)

GANTT CHART:

Test II. Shortest Job First (SJF)

Criteria = Burst Time
Mode = Non-Preemptive Lowest Priority Scheduling Algorithm

PROCESS	Priority	AT	BT	CT	TAT	WT
P1	4	0	3			
P2	2	1	1			
P3	6	2	5			
P4	3	3	2			
P5	7 (Highest)	4	1			
P6	1 (Lowest)	5	4			
P7	5	6	2			

- 1. Draw the Gantt chart. (15 points)
- 2. Determine the Completion Time. (7 points)
- 3. Compute the Turn Around Time. (7 points)
- 4. Compute the Waiting Time. (7 points)
- 5. Compute the Average Turn Around Time. (2 points)
- 6. Compute the Average Waiting Time. (2 points)

GANTT CHART:

Test III. Shortest Remaining Time First (SRTF)

Criteria = Burst Time

Mode = Preemptive Highest Priority Scheduling Algorithm

PROCESS	Priority	AT	BT	CT	TAT	WT
P1	2 (Lowest)	0	6			
P2	4	2	2			
P3	6	4	3			
P4	5	3	5			
P5	3	1	1			
P6	7 (Highest)	5	4			
P7	1	6	2			

1. Draw the Gantt chart. (15 points)
2. Determine the Completion Time. (7 points)
3. Compute the Turn Around Time. (7 points)
4. Compute the Waiting Time. (7 points)
5. Compute the Average Turn Around Time. (2 points)
6. Compute the Average Waiting Time. (2 points)

GANTT CHART:

Test IV. Round Robin Time Quantum (TQ = 2)

PROCESS	AT	BT	CT	TAT	WT
P1	0	8			
P2	5	2			
P3	1	7			
P4	6	3			
P5	8	8			
P6	4	6			

1. Provide the Ready Queue. (15 points)
2. Draw the Gantt chart. (15 points)
3. Determine the Completion Time. (6 points)
4. Compute the Turn Around Time. (6 points)
5. Compute the Waiting Time. (6 points)
6. Compute the Average Turn Around Time. (1 point)
7. Compute the Average Waiting Time. (1 point)

READY QUEUE:

GANTT CHART:

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