College of Informatics and Computing Sciences

ACTIVITY: SCHEDULING ALGORITHM

Direction: Solve the following using different Scheduling algorithm techniques to identify the flow of execution of each process.

GIVEN:

Process	Arrival Time	Burst Time	Priority
P0	1	8	1
P1	3	5	1
P2	0	6	3
P3	5	4	4
P4	6	3	2

1. FIRST COME FIRST SERVE (DRAW THE GANNT' CHART). Solve the waiting time and its average waiting time.

P2	P0	P1	Р3	P4
0	6 1	4 1	9	23 26

Process	Wait Time	End Time	Turn Around Time	
P2	0	6	6	
P0	5	14	13	
P1	11	19	16	2
P3	14	23	18	
P4	17	26	20	

Average Waiting Time: 37 / 5 = 7.4

SHORTEST JOB FIRST SCHEDULING- NON-PREEMPTIVE AND PREEMPTIVE (DRAW THE GANNT' CHART). Solve the waiting time and its average waiting time.

Non- Preemptive:

Gantt Chart:

P2		Р0	P1		P3	P4
0	6	9		13	18	3 26

Process	Wait Time	End Time	Turn Around Time
P2	0	6	6
P4	0	9	3
P3	4	13	8
P1	10	18	15
Р0	17	26	25

Average Waiting Time: 33 / 5 = 6.6

Preemptive:

Gantt Chart:

P2	P0	P1	Р3	P4
0	6 9	13	3 18	3 26

Process	Wait Time	End Time	Turn Around Time
P2	0	6	6
P4	0	9	3
P3	4	13	8
P1	10	18	15
Р0	17	26	25

Average Waiting Time: 33 / 5 = 6.6

• PRIORTY- PREEMPTIVE (DRAW THE GANNT' CHART). Solve the waiting time and its average waiting time.

Gantt Chart:

P2	P0	P1	P0	P4	P2	P3
0 1	1 3	3	8 14	1	7 2	22 26

Process	Wait Time	End Time	Turn Around Time
P2	0	22	22
P0	0	8	7
P1	0	3	0
P4	8	14	8
P3	17	26	21

Average Waiting Time: 25 / 5 = 5

 ROUND ROBIN – QUANTUM= 3 (DRAW THE GANNT' CHART). Solve the waiting time and its average waiting time

Given:

Process	Arrival Time	Burst Time
P0	2	10
P1	0	5
P2	3	3
P3	5	9

Quantum = 3

Gantt Chart:

- 1		P0								ı
(0 3	3 6	9	11	14	17	20	23	26	27

Process	Wait Time	End Time	Turn Around Time
P0	15	27	25
P1	6	11	11
P2	3	9	6
P3	12	26	21

Average Waiting Time: 36 / 4 = 9