Ibrahim Mohamed Eid

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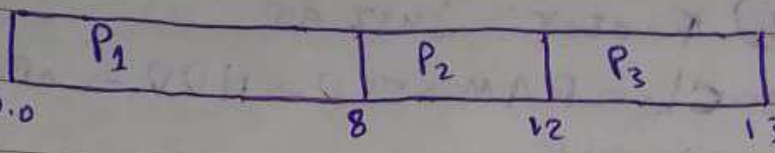
P_1	Arrival → 0.0	Burst → 8
P_2	Arrival → 0.4	Burst → 4
P_3	Arrival → 1.0	Burst → 1

→ First Come First Served (FCFS):

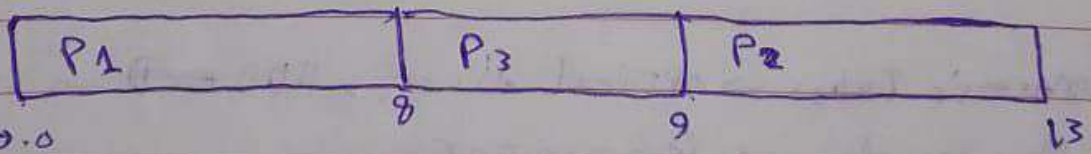


Turnaround Times
P_1 waiting time = 0 + 8 = 8 ⇒ 8 - 0 = 8
P_2 waiting time = 8 + 4 = 12 ⇒ 12 - 0.4 = 11.6
P_3 waiting time = 12 + 1 = 13 ⇒ 13 - 1 = 12

↳ Average Turnaround Time = $\frac{8+11.6+12}{3} = \frac{31.6}{3} = \boxed{10.53}$ #

→ Shortest job first (SJF): non-primitive

→ at 0.0 we only have P_1 available



~~P_1 waiting time = 0~~

P_1 Turnaround time = 8 - 0 = 8

P_2 Turnaround time = 13.6 - 0.4 = 12.6

P_3 Turnaround time = 9.0 - 1.0 = 8.0

Average = $\frac{8+12.6+8}{3} = \frac{28.6}{3} = 9.53$

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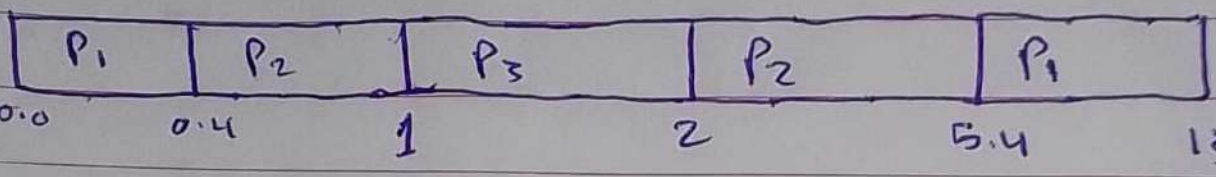
→ when shorter process arrives, the current process gets interrupted



P1 Turn Arround time ⇒ 13 − 0 = 13

P2 Turnaround time ⇒ 5.4 − 0.4 = 5.0

P3 Turnaround time ⇒ 2.0 − 1.0 = 1

Average Turnaround Time = $\frac{13+5+1}{3} = \frac{19}{3} = 6.33$