

OUTPUT:

```
PS G:\OS lab> gcc .\FCFS.c
PS G:\OS lab> .\a.exe
Enter the number of process: 5
Enter the arrival time and burst time of each process:
Process 1: 0
4
Process 2: 2
3
Process 3: 1
5
Process 4: 3
6
Process 5: 4
1
```

Process	Arrival Time	Burst Time	Completion Time	Waiting Time	Turn Around Time
P[1]	0	4	4	0	4
P[2]	2	3	7	2	5
P[3]	1	5	12	6	11
P[4]	3	6	18	9	15
P[5]	4	1	19	14	15

```
Average Waiting Time: 6.20
Average Turn Around Time: 10.00
```

OUTPUT:

```
PS G:\OS lab> gcc .\RoundRobin.c
```

```
PS G:\OS lab> .\a.exe
```

Processes	Burst Time	Waiting Time	Turn Around Time
1	5	9	14
2	3	9	12
3	1	4	5
4	2	5	7
5	3	10	13

```
Average waiting time = 7.400000
```

```
Average turn around time = 10.200000
```

OUTPUT:

```
PS G:\OS lab> gcc .\SJF.c
PS G:\OS lab> .\a.exe
Enter the number of process: 5
Enter the arrival time and burst time of each process:
Process 1: 0
5
Process 2: 2
6
Process 3: 1
3
Process 4: 3
2
Process 5: 5
1
```

Process	Arrival Time	Burst Time	Completion Time	Waiting Time	Turn Around Time
P[1]	0	5	5	0	5
P[2]	2	6	11	3	9
P[3]	1	3	14	10	13
P[4]	3	2	16	11	13
P[5]	5	1	17	11	12

```
Average Waiting Time: 7.00
PS G:\OS lab>
```

OUTPUT:

```
PS G:\OS lab> gcc .\PriorityScheduling.c
PS G:\OS lab> .\a.exe
Enter the number of processes
3
Enter the arrival time and burst time of each process
0
5
2
6
1
8
Process ID      Arrival Time    Burst Time      Waiting Time     Turn Around Time
1                0               5               0                5
2                2               6               3                9
3                1               8              10               18

Process ID      Priority         Waiting Time     Turn Around Time
1                5               0                5
2                6               3                9
3                8              10               18
```