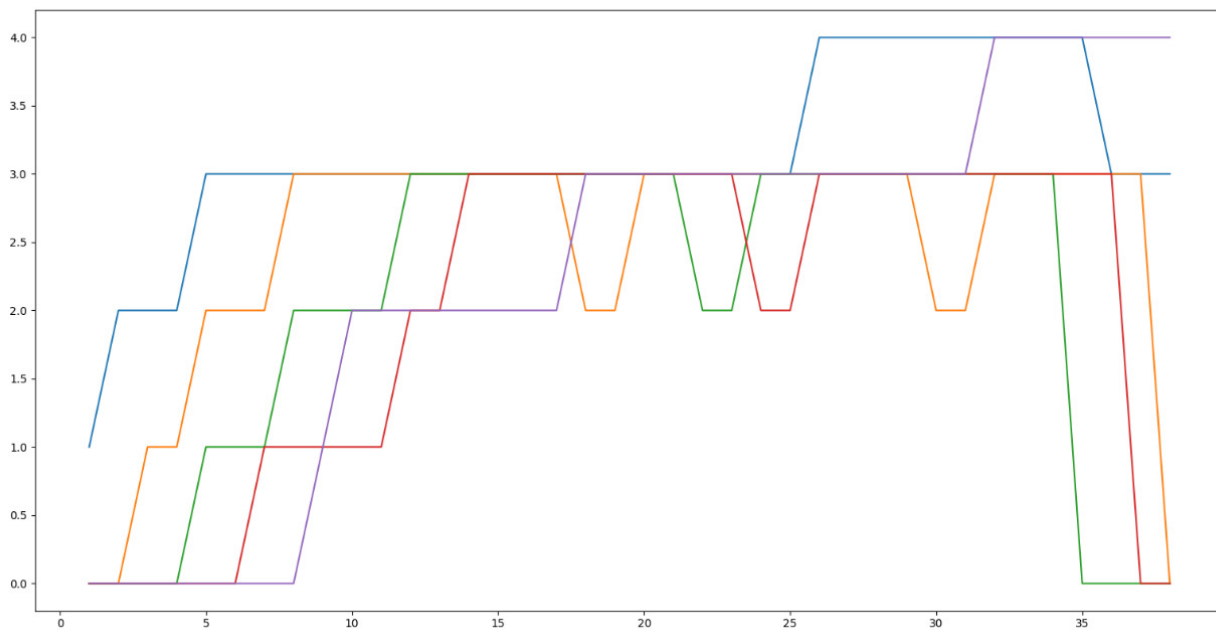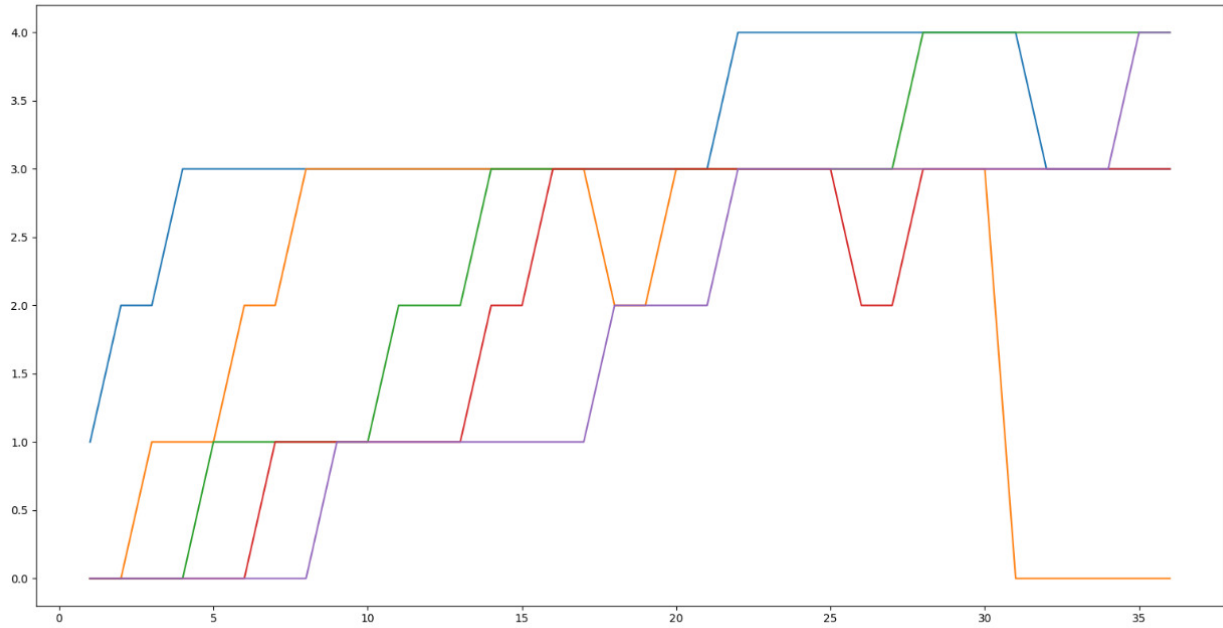Aging time = 5
Process completes 200000000 flops, then sleeps for 2 * n (ranging from 0 to 5 for each process) ticks and then again completes 5000000 flops.
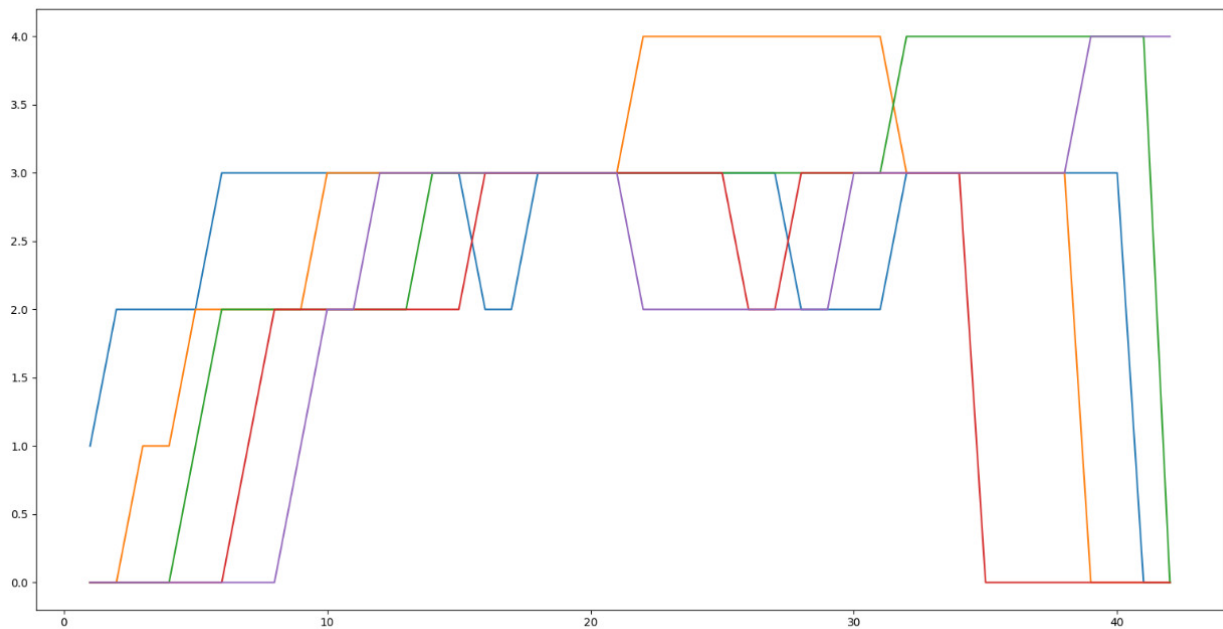

Aging time = 10

Process completes 200000000 flops, then sleeps for 2 * n (ranging from 0 to 5 for each process) ticks and then again completes 5000000 flops.

Aging time 10
Process completes 200000000 flops, then sleeps for n (ranging from 0 to 5) ticks and then again completes 500000000 flops.

Aging Time 10
Process completes 400000000 flops, sleeps for 3 * n (ranging from 0 to 5) ticks and then again completes 500000000 flops.