

PLAY

RESET

Arrival Time : Burst Time : Priority : 

ADD

Highest Priority:

Lowest Priority:

Average TAT : 4.33

Average WT : 0.33

Average RT : 0.33

PID	AT	BT	P	ST	CT	RT	WT	TAT	
P1	3	5	5	3	8	0	0	5	DEL
P2	0	2	4	0	2	0	0	2	DEL
P3	7	5	9	8	13	1	1	6	DEL

Start Time	P2	P1	P3
0	2	8	13

PLAY

RESET

Arrival Time : Burst Time : 

ADD

Time Quantum:

Average TAT : 9.00

Average WT : 3.67

Average RT : 2.00

PID	AT	BT	ST	CT	RT	WT	TAT	
P1	0	3	0	3	0	0	3	DEL
P2	3	8	6	16	3	5	13	DEL
P3	0	5	3	11	3	6	11	DEL

Start Time	P1	P3	P2	P3	P2	P2
0	3	6	9	11	14	16

PLAY

RESET

Arrival Time : Burst Time : 

ADD

Average TAT : 9.33

Average WT : 3.33

Average RT : 3.33

PID	AT	BT	ST	CT	RT	WT	TAT	
P1	0	4	0	4	0	0	4	DEL
P2	2	7	4	11	2	2	9	DEL
P3	3	7	11	18	8	8	15	DEL

Start Time	P1	P2	P3
0	4	11	18

PLAY

RESET

Arrival Time : Burst Time : 

ADD

Average TAT : 9.67

Average WT : 3.67

Average RT : 3.67

PID	AT	BT	ST	CT	RT	WT	TAT	
P1	0	4	0	4	0	0	4	DEL
P2	1	8	4	12	3	3	11	DEL
P3	4	6	12	18	8	8	14	DEL

Start Time	P1	P2	P3
0	4	12	18