

		<b>PLAY</b>	<b>RESET</b>	Arrival Time : <input type="text"/>		Burst Time : <input type="text"/>		Priority : <input type="text"/>		<b>ADD</b>			
Highest Priority:		9		PID	AT	BT	P	ST	CT	RT	WT	TAT	
Lowest Priority:		4		P1	3	5	5	3	8	0	0	5	DEL
Average TAT :		4.33		P2	0	2	4	0	2	0	0	2	DEL
Average WT :		0.33		P3	7	5	9	8	13	1	1	6	DEL
Average RT :		0.33											

Start Time	P2	P1	P3
0	2	8	13

		<b>PLAY</b>	<b>RESET</b>	Arrival Time : <input type="text"/>		Burst Time : <input type="text"/>		<b>ADD</b>				
Time Quantum:		3		PID	AT	BT	ST	CT	RT	WT	TAT	
Average TAT :		9.00		P1	0	3	0	3	0	0	3	DEL
Average WT :		3.67		P2	3	8	6	16	3	5	13	DEL
Average RT :		2.00		P3	0	5	3	11	3	6	11	DEL

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

		<b>PLAY</b>	<b>RESET</b>	Arrival Time : <input type="text"/>		Burst Time : <input type="text"/>		<b>ADD</b>				
Average TAT :		9.33		PID	AT	BT	ST	CT	RT	WT	TAT	
Average WT :		3.33		P1	0	4	0	4	0	0	4	DEL
Average RT :		3.33		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

		<b>PLAY</b>	<b>RESET</b>	Arrival Time : <input type="text"/>		Burst Time : <input type="text"/>		<b>ADD</b>				
Average TAT :		9.67		PID	AT	BT	ST	CT	RT	WT	TAT	
Average WT :		3.67		P1	0	4	0	4	0	0	4	DEL
Average RT :		3.67		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