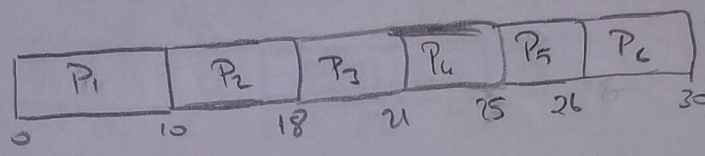
Son 5

	Priority	Burst time	Arrival time
P_1	2	10	0
P_2	1	8	2
P_3	3	3	3
P_4	2	4	10
P_5	3	1	12
P_6	1	4	15

a) FCFS

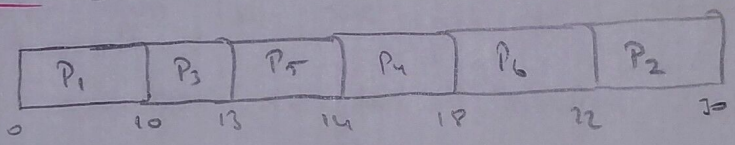
gant chart?
turnard time?
waiting time?



	Turnaround	Waiting
P_1	10-0=10	0
P_2	18-2=16	10-2=8
P_3	21-3=18	18-2=16
P_4	25-10=15	21-10=11
P_5	26-12=14	25-12=13
P_6	30-15=15	26-15=11
	14.6	9.8

b) "Non-preemtive" "SJF"

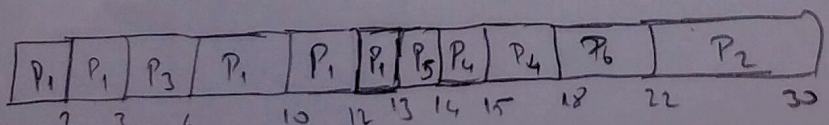
gant chart?
turnard time?
waiting time?



	Turnaround	Waiting
P_1	10-0=10	0
P_2	30-2=28	22-2=20
P_3	13-3=10	10-3=7
P_4	18-10=8	14-10=4
P_5	14-12=2	13-12=1
P_6	22-15=7	18-15=3
	10.83	5.83

c) "Preemptive" "SJF"

	0	2	3	6	10	12	13	14	15	18	22	30
P_1	10	8	7	7	3	1	✓					
P_2		8	8	8	8	8	8	8	8	8	✓	
P_3			3	✓								
P_4					4	4	4	4	3	✓		
P_5						1	1	✓				
P_6									4	4	✓	



	Turnaround Time	Waiting time
P_1	13-0=13	3+1=4
P_2	30-2=28	22-2=20
P_3	6-3=3	3-3=0
P_4	18-10=8	14-10=4
P_5	14-12=2	13-12=1
P_6	22-15=7	18-15=3
	10.16	5.3

d) "Preemptive" "Priority scheduling"   Küçük olan daha öncelikli...

→ Dispatcher Ready queue'ye ilk gelene öncelik tanır!

	0	2	3	10	12	15	19	22	26	29	30
P1 (2)	10	8	8	(2) 8	6(2)	3	3	✓			
P2 (1)		8	7	✓							
P3 (3)			3	3	7(3)	3	3	3	3(3)	✓	
P4 (2)				(2) 4	4(2)	4	4	4	✓		
P5 (3)					1(3)	1	1	1	1(3)	1	✓
P6 (1)						4(1)	✓				

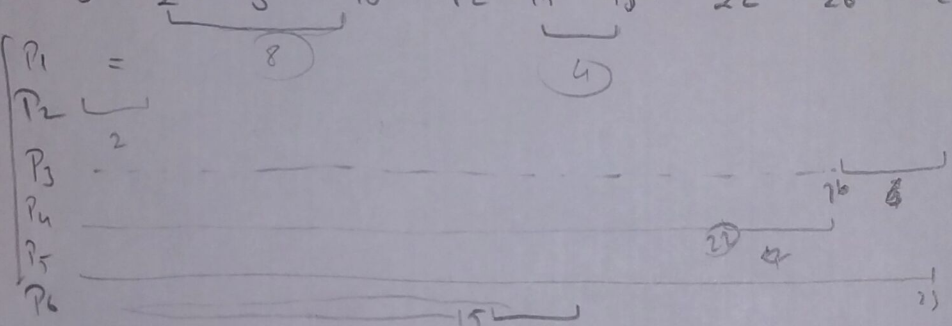
↳ Ready kuyruğuna ilk gelen P1 old. için P1 işleme alınır!

	Turnaround time	waiting time
P1	22 − 0 = 22	12 − 0 = 12
P2	10 − 2 = 8	2 − 2 = 0
P3	29 − 3 = 26	26 − 3 = 23
P4	26 − 10 = 16	22 − 10 = 12
P5	30 − 12 = 18	29 − 12 = 17
P6	19 − 15 = 4	15 − 15 = 0
	15.6	10.6

P1	P2	P2	P1	P1	P6	P1	P4	P3	P5
0	2	3	10	12	15	19	22	26	29

30

Waiting times çakılarak seçilir!



Soru: Priority'ler aynı ise ve yeni bir işleme başlamak zorundaysan queue'ye ilk geleni mi almalıyım CPU burstü az olanı mı?

Cevap: Ready kuyruğuna ilk geleni almalı.