

### WEEK 3

**Write a C program to simulate multi-level queue scheduling algorithm considering the following scenario. All the processes in the system is divided into two categories – system processes and user processes. System processes are to be given higher priority than user processes. Use FCFS scheduling for the processes in each queue.**

CODE :

```
#include <stdio.h>
```

```
int spat[10], upat[10], i, n1, n2, p1[10], p2[10];
```

```
int sppt[10], uppt[10], time = 0, op = 0, y, z, pt;
```

```
int sptat[10], uptat[10];
```

```
int spwt[10], upwt[10];
```

```
float spatat = 0, spawt = 0;
```

```
float upatat = 0, upawt = 0;
```

```
void process(int x, int isSystem) {
```

```
    if (isSystem) {
```

```
        op += sppt[x];
```

```
        sptat[x] = op - spat[x];
```

```
        sppt[x] = 0;
```

```
        spwt[x] = sptat[x] - p1[x];
```

```
        spatat += spat[x];
```

```
        spawt += spwt[x];
```

```

    } else {
        op += uppt[x];
        uptat[x] = op - upat[x];
        uppt[x] = 0;
        upwt[x] = uptat[x] - p2[x];
        upatat += uptat[x];
        upawt += upwt[x];
    }
}

```

```

int main() {
    printf("Enter the number of System Processes: ");
    scanf("%d", &n1);

    printf("Enter the number of User Processes: ");
    scanf("%d", &n2);

    printf("Enter the arrival times for System Processes:\n");
    for (i = 0; i < n1; i++)
        scanf("%d", &spat[i]);

    printf("Enter the burst times for System Processes:\n");
    for (i = 0; i < n1; i++)
        scanf("%d", &sppt[i]);

    printf("Enter the arrival times for User Processes:\n");

```

```

for (i = 0; i < n2; i++)
    scanf("%d", &upat[i]);

printf("Enter the burst times for User Processes:\n");
for (i = 0; i < n2; i++)
    scanf("%d", &uppt[i]);

for (i = 0; i < n1; i++)
    time += sppt[i];

for (i = 0; i < n2; i++)
    time += uppt[i];

for (i = 0; i < n1; i++)
    p1[i] = sppt[i];

for (i = 0; i < n2; i++)
    p2[i] = uppt[i];

printf("\n");

while (op < time) {
    y = -1;
    z = -1;

    for (i = 0; i < n1; i++) {

```

```

        if (op >= spat[i] && sppt[i] != 0) {
            y = i;
            break;
        }
    }
}

```

```

for (i = 0; i < n2; i++) {
    if (op >= upat[i] && uppt[i] != 0) {
        z = i;
        break;
    }
}

```

```

if (y != -1) {
    printf("%d SP%d ", op, y + 1);
    process(y, 1);
} else if (z != -1) {
    printf("%d UP%d ", op, z + 1);
    process(z, 0);
} else {
    op++;
}
}

printf("%d ", op);

printf("\n");

```

```
printf("System Processes:\n");
for (i = 0; i < n1; i++)
    printf("SP%d %d 0\n", i + 1, sptat[i]);
printf("Average Turnaround Time (System Processes): %.2f\n", spatat / n1);
printf("Average Waiting Time (System Processes): 0\n");
printf("User Processes:\n");
for (i = 0; i < n2; i++)
    printf("UP%d %d %d\n", i + 1, uptat[i], upwt[i]);
printf("Average Turnaround Time (User Processes): %.2f\n", upatat / n2);
printf("Average Waiting Time (User Processes): %.2f\n", upawt / n2);

return 0;
}
```

OBSERVATION BOOK :

12/7/23

Week 3

Write a C program to simulate queue scheduling algorithm for system processes with higher priority and user process. Use FCFS algorithm for the process in each queue.

```
#include <stdio.h>
int sat[10], eat[10], i, n1, n2, p1[10], p2[10];
int sbt[10], ubt[10], time = 0, op = 0, x, y, z, pt;
int stat[10], swt[10], ulat[10], uwt[10];
void process (int x, usys)
{
    if (usys)
    {
        op = op + sbt[x];
        stat[x] = op - stat[x];
        swt[x] = stat[x] - p1[x];
        sstat = sstat + stat[x];
        spawt = spawt + swt[x];
    }
    else
    {
        op = op + ubt[x];
        ulat[x] = op - ulat[x];
        uwt[x] = ulat[x] - p2[x];
        ustat = ustat + ulat[x];
        upawt = upawt + uwt[x];
    }
}
```

```

int main()
{
    printf("Enter no. of system and user processes");
    scanf("%d %d", &n1, &n2);
    printf("Enter arrival and burst time for\nsystem processes");
    for (int i=0; i<n1; i++)
    {
        scanf("%d", &at[i]);
        scanf("%d", &bt[i]);
    }
    printf("Enter arrival and burst time for user\nprocesses");
    for (int i=0; i<n2; i++)
    {
        scanf("%d", &uat[i]);
        scanf("%d", &ubt[i]);
    }
    for (i=0; i<n1; i++)
        time = time + bt[i];
    for (i=0; i<n2; i++)
        time += ubt[i];
    for (i=0; i<n1; i++)
        p1[i] = bt[i];
    for (i=0; i<n2; i++)
        p2[i] = ubt[i];
    while (op < time)
    {
        y = -1;
        z = -1;
        for (i=0; i<n1; i++)

```

```

        if (op >= sat[i] && sbl(i) != 0)
        {
            y = i;
            break;
        }
    }
}

for (i = 0; i < n2; i++)
{
    if (op >= uat[i] && ubt(i) != 0)
    {
        x = i;
        break;
    }
}

if (y != -1)
{
    printf ("1.d SP 1.d", op, y+1);
    process(y, 1);
}
else if (x != -1)
{
    printf ("1.d UP 1.d", op, x+1);
    process(x, 0);
}
else
{
    op++;
    printf ("System process : ");
    for (i = 0; i < n1; i++)
        printf ("System process 1.d 1.d 0\n", i+1, stat(i));
    printf ("Average TAT: 1.8f", stat(n));
    printf ("Average WT: 1.2f", swt(n));
}

```



```

printf("User processes");
for (i=0; i<n2; i++)
    printf("User Process 1.d 1.d 1.d", i+1, utat[i], utbt[i]);
printf("Average TAT: 1.2f", utat1/n);
printf("Average WT: 1.2f", upwt1/n);
return 0;
}

```

Output:

Enter the number of system and user processes  
3 1

Enter arrival and burst times of system processes  
0 0 10  
4 3 5

Enter arrival and burst times of user processes  
0  
8

System processes:

SP1 4 0

SP2 7 0

SP3 10 0

ATAT: 7.00

AWT: 0.00

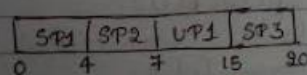
User processes:

UP1 15 7

ATAT: 15.00

AWT: 0.0

Gantt chart:



## OUTPUT :

```
"C:\Users\deepi\OneDrive\De  X  +  v
Enter the number of System Processes: 3
Enter the number of User Processes: 1
Enter the arrival times for System Processes:
0 0 10
Enter the burst times for System Processes:
4 3 5
Enter the arrival times for User Processes:
0
Enter the burst times for User Processes:
8

0 SP1 4 SP2 7 UP1 15 SP3 20
System Processes:
SP1 4 0
SP2 7 0
SP3 10 0
Average Turnaround Time (System Processes): 7.00
Average Waiting Time (System Processes): 0

User Processes:
UP1 15 7
Average Turnaround Time (User Processes): 15.00
Average Waiting Time (User Processes): 7.00

Process returned 0 (0x0)   execution time : 31.847 s
```