

EXERCISE-2 ELECTION ALGORITHM

BULLY ALGORITHM

CODE

```
#include<stdio.h>
#include<string.h>
#include<stdlib.h>
#define MAX 10
int list[MAX],n,c;
void display()
{
    int i;
    printf("\nProcesses-->");
    for(i=1;i<=n;i++)
        printf("\t %d",i);
    printf("\nAlive-->");
    for(i=1;i<=n;i++)
        printf("\t %d",list[i]);
    printf("\ncoordinator is::%d",c);
}
void bully()
{
    int ch,crash,activate,i,gid,flag,subcdr;
    do
    {
        printf("\n1.Crash\n2.Activate\n3.Display\n4.Exit\nEnter choice::");
        scanf("%d",&ch);
        switch(ch)
        {
            case 1:
                printf("\nEnter Process no. to Crash::");
                scanf("%d",&crash);
                if(list[crash])
                    list[crash]=0;
                else
                {
                    printf("\nProcess is already dead!!");
                    break;
                }
            do
            {
                printf("\nEnter election generator id::");
                scanf("%d",&gid);
                if(gid==c)
                {
                    printf("\nenter a valid generator id::");
                }
            } while(gid==crash);
            flag=0;
```

```

if(crash==c)
{
    for(i=gid+1;i<=n;i++)
    {
        printf("\nmessage is sent from %d to
%d",gid,i);

        if(list[i])
        {
            subcdr=i;
            printf("Response is sent
from %d to %d",i,gid);

            flag=1;
        }
    }
    if(flag==1)
    {
        c=subcdr;
    }
    else
    {
        c=gid;
    }
}
display();
break;
case 2:
//activate
printf("\nEnter Process no. to Activated:");
scanf("%d",&activate);
if(!list[activate])
    list[activate]=1;
else
{
    printf("\nProcess is already alive!!");
    break;
}
if(activate==n)
{
    c=n;
    break;
}
for(i=activate+1;i<=n;i++)
{
    printf("\nmessage is sent from %d to
%d",activate,i);

    if(list[i])
    {
        subcdr=i;
        printf("Response is sent from %d to
%d",i,activate);

        flag=1;
    }
}
if(flag==1)
{

```

```

                                c=subcdr;
                                }
                                else
                                {
                                    c=activate;
                                }
                                display();
                                break;
                                case 3:
                                    display();
                                    break;
                                case 4:
                                    break;
                                }
                            }while(ch!=4);
                        }
int main()
{
    int i,j;
    printf("\nEnter no. of process::");
    scanf("%d",&n);
    for(i=1;i<=n;i++)
    {
        printf("\nEnter Process %d is Alive or not(0/1)::",i);
        scanf("%d",&list[i]);
        if(list[i])
            c=i;
    }
    display();
    printf("\nBULLY ALGORITHM\n");
    bully();
    return 0;
}

```

OUTPUT

```

Enter no. of process::5
Enter Process 1 is Alive or not(0/1)::0
Enter Process 2 is Alive or not(0/1)::0
Enter Process 3 is Alive or not(0/1)::1
Enter Process 4 is Alive or not(0/1)::0
Enter Process 5 is Alive or not(0/1)::0

Processes-->      1      2      3      4      5
Alive-->          0      0      1      0      0
coordinator is::3
BULLY ALGORITHM

1.Crash
2.Activate
3.Display
4.Exit
Enter You choice::1

Enter Process no. to Crash::2

```

```

Process is already dead!!
1.Crash
2.Activate
3.Display
4.Exit
Enter You choice::3

Processes-->      1      2      3      4      5
Alive-->          0      0      1      0      0
coordinator is::3
1.Crash
2.Activate
3.Display
4.Exit
Enter You choice::2

Enter Process no. to Activated::2
message is sent from 2 to 3Response is sent from 3 to 2
message is sent from 2 to 4
message is sent from 2 to 5
Processes-->      1      2      3      4      5
Alive-->          0      1      1      0      0
coordinator is::3
1.Crash
2.Activate
3.Display
4.Exit

```

RING ALGORITHM

CODE

```

#include<stdio.h>
#include<string.h>
#include<stdlib.h>
#define MAX 10
int list[MAX],n,c;
void display()
{
    int i;
    printf("\nProcesses-->");
    for(i=1;i<=n;i++)
        printf("\t %d",i);
    printf("\nAlive-->");
    for(i=1;i<=n;i++)
        printf("\t %d",list[i]);
    printf("\ncoordinator is::%d",c);
}
void ring()
{
    int msg[20],ring_n,k,i;
    int ch,crash,activate,gid,flag,subcdr;
    do
    {
        printf("\n1.Crash\n2.Activate\n3.Display\n4.Exit\nEnter You
choice::");
        scanf("%d",&ch);
        switch(ch)
        {
            case 1:
                printf("\nEnter Process no. to Crash::");

```

```

scanf("%d",&crash);
if(list[crash])
    list[crash]=0;
else
{
    printf("\nProcess is already dead!!");
    break;
}
do
{
    printf("\nEnter election generator id::");
    scanf("%d",&gid);
    if(gid==c)
    {
        printf("\nEnter a valid generator
id::");
    }
} while(gid==crash);
flag=0;
k=1;
if(crash==c)
{
    msg[k++]=gid;
    for(i=(gid+1)%n;i!=gid;i=(i+1)%n)
    {
        if(list[i])
        {
            printf("\nmessage is sent to
            msg[k++]=i;
            printf("Response is sent
            from %d to %d",i,gid);
        }
    }
    subcdr=0;
    for(i=1;i<k;i++)
    {
        printf("\nmsg::%d\n",msg[i]);
        if(subcdr<msg[i])
        {
            subcdr=msg[i];
        }
    }
    c=subcdr;
}
display();
break;
case 2:
//activate
printf("\nEnter Process no. to Activated::");
scanf("%d",&activate);
if(!list[activate])
    list[activate]=1;
else

```

```

        {
            printf("\nProcess is already alive!!");
            break;
        }
        //
        if(activate==n)
        {
            c=n;
            break;
        }
        for(i=activate+1;i<=n;i++)
        {
            printf("\nmessage is sent from %d to
%d",activate,i);

            if(list[i])
            {
                subcdr=i;
                printf("\nResponse is sent from %d to
%d",i,activate);

                flag=1;
            }
        }
        if(flag==1)
        {
            c=subcdr;
        }
        else
        {
            c=activate;
        }
    }

    display();
    break;
case 3:
    display();
    break;
case 4:
    break;
}
} while(ch!=4);

}
int main()
{
    int i,j;
    printf("\nEnter no. of process::");
    scanf("%d",&n);
    for(i=1;i<=n;i++)
    {
        printf("\nEnter Process %d is Alive or not(0/1)::",i);
        scanf("%d",&list[i]);
        if(list[i])
            c=i;
    }
}

```

```

display();
printf("\nRING ALGORITHM\n");
ring();
return 0;
}

```

OUTPUT

```

Enter no. of process::3
Enter Process 1 is Alive or not(0/1)::0
Enter Process 2 is Alive or not(0/1)::1
Enter Process 3 is Alive or not(0/1)::0
Processes-->      1      2      3
Alive-->         0      1      0
coordinator is::2
RING ALGORITHM

1.Crash
2.Activate
3.Display
4.Exit
Enter You choice::1

Enter Process no. to Crash::3

Process is already dead!!
1.Crash
2.Activate
3.Display
4.Exit
Enter You choice::3

```

```

Processes-->      1      2      3
Alive-->         0      1      0
coordinator is::2
1.Crash
2.Activate
3.Display
4.Exit
Enter You choice::2

Enter Process no. to Activated::2

Process is already alive!!
1.Crash
2.Activate
3.Display
4.Exit
Enter You choice::3|

```