Ex. No.: 6b)
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SHORTEST JOB FIRST

Aim:

To implement the Shortest Job First (SJF) scheduling technique

Algorithm:

1. Declare the structure and its elements.
2. Get number of processes as input from the user.
3. Read the process name, arrival time and burst time
4. Initialize waiting time, turnaround time & flag of read processes to zero. 5. Sort based on burst time of all processes in ascending order 6. Calculate the waiting time and turnaround time for each process. 7. Calculate the average waiting time and average turnaround time. 8. Display the results.

Program Code:

```
#include<stdio.h>
struct process{
  char name[10];
  int burst_t, waiting_t, turnaround_t; };
int main(){
 int n,i,j;
float total_wt=0, total_tat=0;
printf("Enter the no of processes");
Scanf("%d",&n);
Struct process p[n];
printF ("Enter Burst time of each processes");
```

```
    printf(p[i].name, "p%d", i+1);
    scanf("%d", &p[i].burst_t);
    p[i].waiting_t = 0;
    p[i].turnaround_t = 0;
for(i=0; i<n-1; i++){
    for(j=i+1; j<n; j++){
      if (p[i].burst_t > p[j].burst_t){
      struct process temp = p[i];
       p[i] = p[j];
        p[j] = temp; }
    }}
int current_t = 0;
for(int i=0; i<n; i++){
    p[i].waiting_t = current_t;
    p[i].turnaround_t = p[i].waiting_t +
            p[i].burst_t,
    total_wt += p[i].waiting_t;
    total_tat += p[i].turnaround_t;
    current_t += p[i].burst_t;
}
printf("\n Process\t Burst Time\t waiting time
      \t turnaround Time\n");
for(i=0; i<n; i++){
      printf("%s\t %d\t %d\t\t %d\n",
       p[i]name, p[i].burst_t, p[i].waiting_t
       p[i].turnaround_t); }
printf("\n Average waiting time %.2f", total_wt/s;
printf("\n Average Turnaround time %.2f, "tota
                          _tat/n);
return 0;
}
```

Sample Output:

Enter the number of process:
4
Enter the burst time of the processes:
8 4 9 5

Process	Burst Time	Waiting Time	Turn Around Time
2	4	0	4
4	5	4	9
1	8	9	17
3	9	17	26

Average waiting time is: 7.5
Average Turn Around Time is: 13.0

Enter the number of process 4
Enter burst time of the process 6 2 8 3

Process	Burstime	waitingTime	Turnaround Time
P2	2	0	2
P4	3	2	5
P1	6	5	11
P3	8	11	19

Average waiting time : 4.50
Average Turnaround time : 9.25

Result:

The program for CPU scheduling, using shortest job first has been executed sucessfully and output has been verified