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SEA 42

Experiment No. 5

```
Non Pre-emptive Scheduling
Code:
#include<stdio.h>
int main(){
burst_t[20],p[20],wait_t[20],tat[20],pr[20],i,j,n,pos,temp;
float avg_wt,avg_tat,total=0;
printf("Enter Total Number of Process:");
scanf("%d",&n);
printf("\nEnter Burst Time and
Priority\n"); for(i=0;i< n;i++){
printf("\nP[%d]\n",i+1); printf("Burst
Time:"); scanf("%d",&burst_t[i]);
printf("Priority:"); scanf("%d",&pr[i]);
p[i]=i+1; \} for(i=0;i< n;i++) \{ pos=i; \}
for(j=i+1;j< n;j++){}
if(pr[j]<pr[pos])
pos=j;
}
temp=pr[i];
pr[i]=pr[pos];
pr[pos]=temp;
temp=burst t[i];
burst t[i]=burst t[pos];
burst_t[pos]=temp;
temp=p[i]; p[i]=p[pos];
p[pos]=temp;
wait_t[0]=0;
for(i=1;i< n;i++){
wait_t[i]=0;
for(j=0;j< i;j++)
wait_t[i]+=burst_t[j];
total+=wait_t[i];
}
avg wt=total/n;
total=0;
printf("\nProcess\t Burst Time \tWaiting Time \tTurnaround Time");
for(i=0;i< n;i++){
tat[i]=burst t[i]+wait t[i];
total+=tat[i]:
printf("\nP[%d]\t\t %d\t\t %d\t\t\%d",p[i],burst t[i],wait t[i],tat[i]); }
avg_tat=total/n; printf("\n\nAverage Waiting Time=%f",avg_wt);
printf("\nAverage Turnaround Time=%f\n",avg_tat); return 0;
}
```

```
ospc-12@ospc12-H81M-S:-/Akshit_45$ gcc Exp5NP.c
ospc-12@ospc12-H81M-S:-/Akshit_45$ ./a.out
Enter Total Number of Process:4
Enter Burst Time and Priority
P[1]
Burst Time:5
Priority:1
P[2]
Burst Time: 3
Priority:2
P[3]
Burst Time:9
Priority:4
P[4]
Burst Time:2
Priority:3
Process
                                 Waiting Time
                                                  Turnaround Time
           Burst Time
                  5
                                                          5
P[1]
                                     0
                                     5
P[2]
                  3
                                                          8
P[4]
                  2
                                     8
                                                          10
                  9
                                     10
P[3]
                                                          19
Average Waiting Time=5.750000
Average Turnaround Time=10.500000
```

```
Pre-emptive Scheduling
Code:
#include<stdio.h>
int main(){
int i, limit, total = 0, x, counter = 0, qt; int wt
= 0, tat = 0, AT[10], BT[10], temp[10]; float
avg_wt, avg_tat;
printf("Enter Total Number of
Processes:"); scanf("%d", &limit); x = limit;
for(i = 0; i < limit; i++){
printf("Enter Details of Process[%d]\t", i + 1);
printf("Arrival Time:\t");
scanf("%d", &AT[i]);
printf("Burst Time:\t");
scanf("%d", &BT[i]); temp[i] =
BT[i]; } printf("Enter Time
Quantum:\t"); scanf("%d", &qt);
printf("\nProcess\t ID\tBurst Time\t Turnaround Time \tWaiting Time
\n"); for(total = 0, i = 0; x != 0;) \{ if(temp[i] <= qt && temp[i] > 0) \} total =
total + temp[i]; temp[i] = 0; counter = 1; }
else if(temp[i] > 0){
temp[i] = temp[i] - qt;
total = total + qt; }
```

```
 if(temp[i] == 0 \&\& counter == 1) \{ x--; \\ printf("\nProcess[\%d]\t\ \%d \t\ \%d \t\ \%d", i + 1, BT[i], total - AT[i], total - AT[i] - BT[i]); wt = wt + total - AT[i] - BT[i]; \\ tat = tat + total - AT[i]; \\ counter = 0; \\ \} \\ if(i == limit - 1) \{ \\ i = 0; \} \\ else if(AT[i + 1] <= total) \{ \\ i++; \} else \{ \\ i = 0; \} \} \\ avg_wt = wt * 1.0 / limit; \\ avg_tat = tat * 1.0 / limit; \\ printf("\nAverage Waiting Time:\t\%f", avg_wt); \\ printf("\nAvg Turnaround Time:\t\%f", avg_tat); \\ return 0;
```

```
ospc-12@ospc12-H81M-S:-/Akshit_45$ gcc EXP5RR.c
ospc-12@ospc12-H81M-S:~/Akshit_45$ ./a.out
Enter Total Number of Processes:4
Enter Details of Process[1]
                                 Arrival Time:
                                                  12
Burst Time:
                 13
Enter Details of Process[2]
                                 Arrival Time:
                                                  0
Burst Time:
                 16
Enter Details of Process[3]
                                 Arrival Time:
                                                  8
Burst Time:
                10
Enter Details of Process[4]
                                 Arrival Time:
                                                  4
Burst Time:
Enter Time Quantum:
Process ID
                                  Turnaround Time
                                                          Waiting Time
                Burst Time
Process[4]
                          8
                                          32
                                                                    24
Process[3]
                          10
                                           34
                                                                    24
Process[1]
                          13
                                           31
                                                                    18
Process[2]
                                          47
                          16
                                                                    31
Average Waiting Time:
                         24.250000
```