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<https://github.com/Aniket-rawat/operatingggsyss.git>



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QUESTION;1

Considering the arrival time and burst time requirement of the process the scheduler schedules the processes by interrupting the processor after every 6 units of time and does consider the completion of the process in this iteration. The scheduler then checks for the number of process waiting for the processor and allots the processor to the process but interrupting the processor every 10 unit of time and considers the completion of the processes in this iteration. The scheduler checks the number of processes waiting in the queue for the processor after the second iteration and gives the processor to the process which needs more time to complete than the other processes to go in the terminated state.

The inputs for the number of requirements, arrival time and burst time should be provided by the user.

Consider the following units for reference. Process	Arrival time	Burst time
P1	0	20
P2	5	36
P3	13	19
P4	26	42

CODE:

```
//Operating system Scheduler code.
```

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

```
#include<conio.h>
```

```
void rr(int no,int remt[10],int Cur_t,int arT[10], int bsT[10]);//
```

```
main()
```

```
{
```

```
    0
```

```
    int Proc_no,j,no,CurT,RemProc,indicator,time_quan,wait,tut,arT[10],bsT[10],remt[10],x=1;
```

```
    indicator = 0; //it assign when process is fully terminated
```

```

wait = 0;
tut = 0; //tut=turn around time
printf("Enter number of processes ");
scanf("%d",&no);
RemProc = no;

printf("\nEnter the arrival time and burst time of the processes\n");
for(Proc_no = 0;Proc_no < no;Proc_no++)
{
    printf("\nProcess P%d\n",Proc_no+1);
    printf("Arrival time = ");
    scanf("%d",&arT[Proc_no]); //art = arrival time
    printf("Burst time = "); //when process enter into ready queue
    scanf("%d",&bsT[Proc_no]);
    remt[Proc_no]=bsT[Proc_no]; //bsT is reffering to burst time
}

printf("The details of time quantum are as follows:\n");
printf("The time quantum for first round is 3.\n");
time_quan=3;
CurT=0;

for(Proc_no=0;RemProc!=0;) //checks if remaining process !0
{

    if(remt[Proc_no]<=time_quan && remt[Proc_no]>0) //here it checks that
remaining burst

                                // time is less or equal to time quantum
    {
        CurT+=remt[Proc_no];
        remt[Proc_no]=0;
    }
}

```

```
indicator=1;
```

```
}
```

```
else if(remt[Proc_no]>0)
```

```
{
```

```
    remt[Proc_no]-=time_quan;
```

```
    CurT+=time_quan;
```

```
}
```

```
if(remt[Proc_no]==0 && indicator==1)
```

```
    //indicator flag as 1 as soon process is terminated
```

```
{ printf("%d",Proc_no);
```

```
    RemProc--;
```

```
    printf("P %d",Proc_no+1);
```

```
    printf("\t\t\t%d",CurT-arT[Proc_no]);
```

```
    printf("\t\t\t%d\n",CurT-bsT[Proc_no]-arT[Proc_no]);    //remaining
```

burst time

```
    wait+=CurT-arT[Proc_no]-bsT[Proc_no];
```

```
    tut+=CurT-arT[Proc_no];
```

```
    indicator=0;
```

```
}
```

```
if(Proc_no==no-1){
```

```
    x++;
```

```

        if(x==2){
            Proc_no=0;
            time_quan=6;

            printf("The time quantum for second round is 6. \n");    //in
second iteration the time quantum is 6
        }
        else{
            break;
        }
    }
    else if(CurT >= arT[Proc_no+1]){
        Proc_no++;
    }
    else{
        Proc_no=0;
    }
}

rr(no,remt,CurT,arT,bsT);

return 0;
}

```

```

void rr(int no,int remt[10],int Cur_t,int arT[10], int bsT[10]){

```

```

    float avg_wait,avg_tut;    //avg_wait :avg waiting time
    int i,j,n=no,temp,btime[20],Proc_no[20],w_time[20],tut_t[20],total=0,loc;

    printf("Third round with least burst time.\n");

```

```

for(i=0;i<n;i++)
{
    btime[i]=remt[i];
    w_time[i]=Cur_t-arT[i]-btime[i];
                                //hera the time slice or time quantum
    Proc_no[i]=i+1;           //is takes as the unit in which remaining process is
terminated
}

```

```

for(i=0;i<n;i++)
{
    loc=i;
    for(j=i+1;j<n;j++)
    {
        if(btime[j]<btime[loc]){
            loc=j;
        }
    }
}

```

```

temp=btime[i];
btime[i]=btime[loc];
btime[loc]=temp;
temp=Proc_no[i];
Proc_no[i]=Proc_no[loc];
Proc_no[loc]=temp;
}

```

```

for(i=1;i<n;i++)
{
    for(j=0;j<i;j++){
        w_time[i]+=btime[j];
    }
}

```

```

    }
    total+=w_time[i];
}

avg_wait=(float)total/n;
total=0;
printf("\nProcess\t\tBurst time\t\twaiting time\t\tTurnaround Time");
for(i=0;i<n;i++)
{
    tut_t[i]=btime[i]+w_time[i]; //turn around time =burst time + waiting time
    total=total + tut_t[i];
    printf("\nP%d\t\t\t%d\t\t\t%d\t\t\t%d",Proc_no[i],btime[i],w_time[i],tut_t[i]);
}

avg_tut=(float)total/n; //average turn aound time =total tunaround time /no of process

printf("\n\nAverage waiting time = %f",avg_wait);
printf("\n Average turnaround time = %f\n",avg_tut);

}

```

DESCRIPTION:

The complexity of the following code is n^2 ;

The code can be divided into 3 main parts which are 2 different functions and the code inside the main function.

The purpose of the function Firstact is to decide which process will go first and which will remain in the waiting state.

The purpose of the implement function is to print which process is being implemented and which functions are in the waiting state. It also appends the active processes to a list which are later used in the main function.

The 2 for loop division part of the code is used for the calculation of the average time and average turn around time of the processes.

Limitation:

The code has give wrong input if the arrival time of the processes is negative hence all the values should be checked in input.

Bibliography:

"Operating System Concepts" by Silberschatz, Galvin, and Gagne :

<https://www.youtube.com/watch?v=TxjllNYRZ5M>