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LAB REPORT
on

OPERATING SYSTEMS

Submitted by

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in partial fulfillment for the award of the degree of
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CERTIFICATE

This is to certify that the Lab work entitled "OPERATING SYSTEMS – 23CS4PCOPS" carried Anish Arjun Budavi **(1BM23CS401),** who is bonafide student of **B. M. S. College of Engineering.** It is in partial fulfillment for the award of **Bachelor of Engineering in Computer Science and Engineering** of the Visvesvaraya Technological University, Belgaum during the year 2024. The Lab report has been approved as it satisfies the academic requirements in respect of a **OPERATING SYSTEMS - (23CS4PCOPS)** work prescribed for the said degree.

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Index Sheet

Program -1

Write a C program to simulate the following non-pre-emptive CPU scheduling algorithm to find turnaround time and waiting time.

FCFS

```
#include <stdio.h>

struct Process {
    int pid;       // Process ID
    int burst_time; // Burst time
    int arrival_time; // Arrival time
    int waiting_time; // Waiting time
    int turnaround_time; // Turnaround time
};

void findWaitingTime(struct Process proc[], int n) {
    int service_time[n];
    service_time[0] = proc[0].arrival_time;
    proc[0].waiting_time = 0;


    for (int i = 1; i < n; i++) {
        service_time[i] = service_time[i-1] + proc[i-1].burst_time;
        proc[i].waiting_time = service_time[i] - proc[i].arrival_time;
        if (proc[i].waiting_time < 0)
            proc[i].waiting_time = 0;
    }
```

```
}
void findTurnaroundTime(struct Process proc[], int n) {
    for (int i = 0; i < n; i++)
        proc[i].turnaround_time = proc[i].burst_time + proc[i].waiting_time;
}
void findAverageTime(struct Process proc[], int n) {
    int total_waiting_time = 0, total_turnaround_time = 0;
    findWaitingTime(proc, n);
    findTurnaroundTime(proc, n);
    printf("Processes  Burst time  Arrival time  Waiting time  Turnaround time\n");
    for (int i = 0; i < n; i++) {
        total_waiting_time += proc[i].waiting_time;
        total_turnaround_time += proc[i].turnaround_time;
        printf("   %d \t\t%d \t\t%d \t\t%d \t\t%d\n", proc[i].pid, proc[i].burst_time,
proc[i].arrival_time, proc[i].waiting_time, proc[i].turnaround_time);
    }
    printf("Average waiting time = %.2f\n", (float)total_waiting_time / (float)n);
    printf("Average turnaround time = %.2f\n", (float)total_turnaround_time / (float)n);
}

int main() {
    struct Process proc[] = {{1, 10, 0}, {2, 5, 1}, {3, 8, 2}};
    int n = sizeof(proc) / sizeof(proc[0]);
```

```
    findAverageTime(proc, n);


    return 0;

}
```

Output

```
Processes   Burst time   Arrival time   Waiting time   Turnaround time
   1            10             0              0              10
   2            5              1              9              14
   3            8              2              13             21
Average waiting time = 7.33
Average turnaround time = 15.00
```

SJF (pre-emptive)

```
#include <stdio.h>

struct Process {

    int pid;

    int burst_time;

    int arrival_time;

    int waiting_time;

    int turnaround_time;

};


void findWaitingTime(struct Process proc[], int n) {

    int complete = 0, t = 0, minm = 10000;

    int shortest = 0, finish_time;
```

```
int check = 0;
int rt[n];
for (int i = 0; i < n; i++)
   rt[i] = proc[i].burst_time;

while (complete != n) {
   for (int j = 0; j < n; j++) {
      if ((proc[j].arrival_time <= t) && (rt[j] < minm) && rt[j] > 0) {
         minm = rt[j];
         shortest = j;
         check = 1;
      }
   }
   if (check == 0) {
      t++;
      continue;
   }
   rt[shortest]--;
   minm = rt[shortest];
   if (minm == 0)
      minm = 10000;
   if (rt[shortest] == 0) {
      complete++;
```

```
            check = 0;
            finish_time = t + 1;
            proc[shortest].waiting_time = finish_time - proc[shortest].burst_time -
proc[shortest].arrival_time;
            if (proc[shortest].waiting_time < 0)
                proc[shortest].waiting_time = 0;
        }
        t++;
    }
}

void findTurnaroundTime(struct Process proc[], int n) {
    for (int i = 0; i < n; i++)
        proc[i].turnaround_time = proc[i].burst_time + proc[i].waiting_time;
}

void findAverageTime(struct Process proc[], int n) {
    int total_waiting_time = 0, total_turnaround_time = 0;

    findWaitingTime(proc, n);
    findTurnaroundTime(proc, n);

    printf("Processes  Burst time  Arrival time  Waiting time  Turnaround time\n");
```

```
    for (int i = 0; i < n; i++) {
        total_waiting_time += proc[i].waiting_time;
        total_turnaround_time += proc[i].turnaround_time;
        printf("   %d \t\t%d \t\t%d \t\t%d \t\t%d\n", proc[i].pid, proc[i].burst_time,
proc[i].arrival_time, proc[i].waiting_time, proc[i].turnaround_time);
    }

    printf("Average waiting time = %.2f\n", (float)total_waiting_time / (float)n);
    printf("Average turnaround time = %.2f\n", (float)total_turnaround_time / (float)n);
}

int main() {
    struct Process proc[] = {{1, 6, 0}, {2, 8, 1}, {3, 7, 2}, {4, 3, 3}};
    int n = sizeof(proc) / sizeof(proc[0]);

    findAverageTime(proc, n);

    return 0;
}
```

OUTPUT

```
Processes  Burst time  Arrival time  Waiting time  Turnaround time
   1           6             0             0              6
   2           8             1             15             23
   3           7             2             7              14
   4           3             3             3              6
Average waiting time = 6.25
Average turnaround time = 12.25
```

Program-2

Write a C program to simulate the following CPU scheduling to find turnaround time and waiting time.

Priority (pre-emptive)

```
#include <stdio.h>

struct Process {
    int pid;
    int burst_time;
    int arrival_time;
    int priority;
    int waiting_time;
    int turnaround_time;
};


void findWaitingTime(struct Process proc[], int n) {
    int rt[n];
    for (int i = 0; i < n; i++)
        rt[i] = proc[i].burst_time;


    int complete = 0, t = 0, minm = 10000;
    int shortest = 0, finish_time;
    int check = 0;


    while (complete != n) {
```

```
        for (int j = 0; j < n; j++) {
            if ((proc[j].arrival_time <= t) && (proc[j].priority < minm) && rt[j] > 0) {
                minm = proc[j].priority;
                shortest = j;
                check = 1;
            }
        }
        if (check == 0) {
            t++;
            continue;
        }
        rt[shortest]--;
        minm = proc[shortest].priority;
        if (rt[shortest] == 0) {
            complete++;
            check = 0;
            finish_time = t + 1;
            proc[shortest].waiting_time = finish_time - proc[shortest].burst_time -
proc[shortest].arrival_time;
            if (proc[shortest].waiting_time < 0)
                proc[shortest].waiting_time = 0;
            minm = 10000;
        }
        t++;
```

```c
    }
}

void findTurnaroundTime(struct Process proc[], int n) {
    for (int i = 0; i < n; i++)
        proc[i].turnaround_time = proc[i].burst_time + proc[i].waiting_time;
}

void findAverageTime(struct Process proc[], int n) {
    int total_waiting_time = 0, total_turnaround_time = 0;

    findWaitingTime(proc, n);
    findTurnaroundTime(proc, n);

    printf("Processes  Burst time  Arrival time  Priority  Waiting time  Turnaround time\n");

    for (int i = 0; i < n; i++) {
        total_waiting_time += proc[i].waiting_time;
        total_turnaround_time += proc[i].turnaround_time;
        printf("   %d \t\t%d \t\t%d \t\t%d \t\t%d \t\t%d\n", proc[i].pid, proc[i].burst_time,
proc[i].arrival_time, proc[i].priority, proc[i].waiting_time, proc[i].turnaround_time);
    }

    printf("Average waiting time = %.2f\n", (float)total_waiting_time / (float)n);
```

```c
    printf("Average turnaround time = %.2f\n", (float)total_turnaround_time / (float)n);
}


int main() {
    struct Process proc[] = {{1, 6, 0, 2}, {2, 8, 1, 1}, {3, 7, 2, 3}, {4, 3, 3, 2}};
    int n = sizeof(proc) / sizeof(proc[0]);


    findAverageTime(proc, n);


    return 0;
}
```

```
Processes  Burst time  Arrival time  Priority  Waiting time  Turnaround time
   1           6              0           2           8               14
   2           8              1           1           0               8
   3           7              2           3           15              22
   4           3              3           2           11              14
Average waiting time = 8.50
Average turnaround time = 14.50
```

Program 3

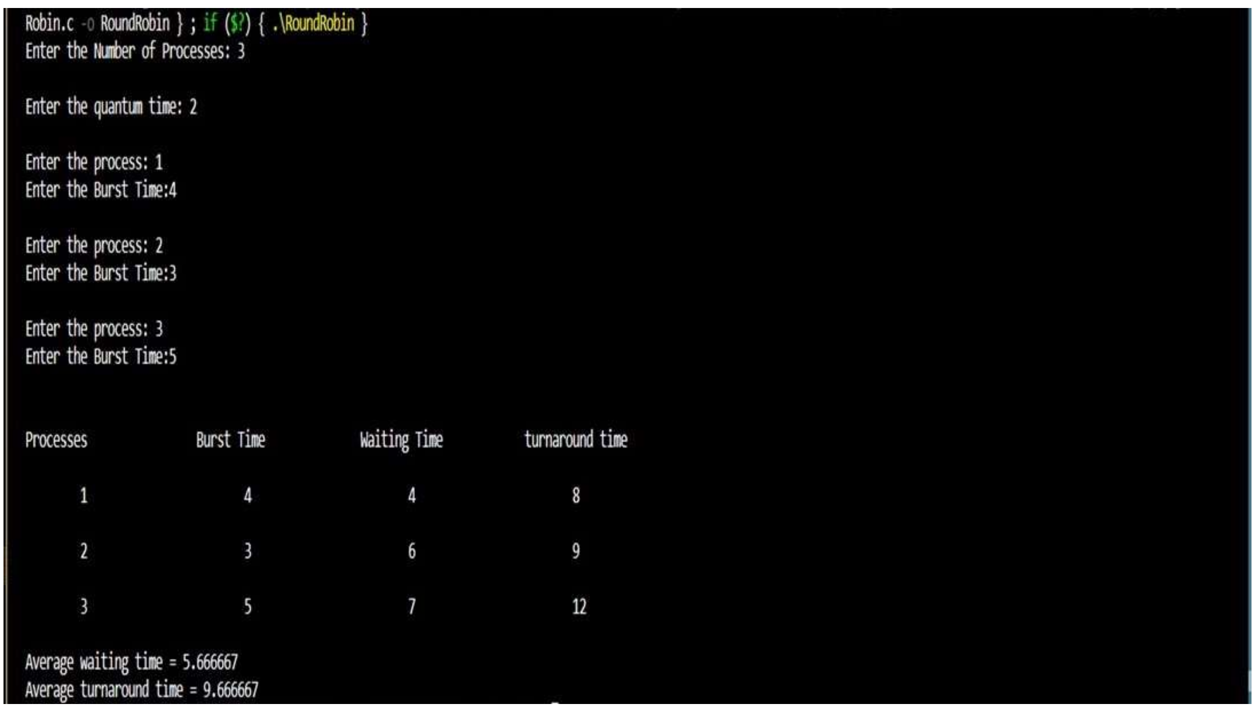
Round Robin (Experiment with different quantum sizes for RR algorithm)

```
#include <stdio.h>


struct Process {
    int pid;
    int burst_time;
    int arrival_time;
    int priority;
    int waiting_time;
    int turnaround_time;
};


void findWaitingTime(struct Process proc[], int n) {
    int completed[n];
    for (int i = 0; i < n; i++)
        completed[i] = 0;


    int t = 0;
    int completed_count = 0;
```

```
    while (completed_count < n) {
        int min_priority = 10000;
        int idx = -1;
        for (int i = 0; i < n; i++) {
            if (proc[i].arrival_time <= t && !completed[i] && proc[i].priority < min_priority) {
                min_priority = proc[i].priority;
                idx = i;
            }
        }

        if (idx != -1) {
            t += proc[idx].burst_time;
            proc[idx].waiting_time = t - proc[idx].burst_time - proc[idx].arrival_time;
            if (proc[idx].waiting_time < 0)
                proc[idx].waiting_time = 0;
            completed[idx] = 1;
            completed_count++;
        } else {
            t++;
        }
    }
}
```

```
void findTurnaroundTime(struct Process proc[], int n) {
    for (int i = 0; i < n; i++)
        proc[i].turnaround_time = proc[i].burst_time + proc[i].waiting_time;
}

void findAverageTime(struct Process proc[], int n) {
    int total_waiting_time = 0, total_turnaround_time = 0;

    findWaitingTime(proc, n);
    findTurnaroundTime(proc, n);

    printf("Processes  Burst time  Arrival time  Priority  Waiting time  Turnaround time\n");

    for (int i = 0; i < n; i++) {
        total_waiting_time += proc[i].waiting_time;
        total_turnaround_time += proc[i].turnaround_time;
        printf("   %d \t\t%d \t\t%d \t\t%d \t\t%d \t\t%d\n", proc[i].pid, proc[i].burst_time,
proc[i].arrival_time, proc[i].priority, proc[i].waiting_time, proc[i].turnaround_time);
    }

    printf("Average waiting time = %.2f\n", (float)total_waiting_time / (float)n);
    printf("Average turnaround time = %.2f\n", (float)total_turnaround_time / (float)n);
}
```

```
int main() {
    struct Process proc[] = {{1, 6, 0, 2}, {2, 8, 1, 1}, {3, 7, 2, 3}, {4, 3, 3, 2}};
    int n = sizeof(proc) / sizeof(proc[0]);


    findAverageTime(proc, n);


    return 0;
}
```



```
Robin.c -o RoundRobin } ; if ($?) { .\RoundRobin }
Enter the Number of Processes: 3

Enter the quantum time: 2

Enter the process: 1
Enter the Burst Time:4

Enter the process: 2
Enter the Burst Time:3

Enter the process: 3
Enter the Burst Time:5


Processes        Burst Time        Waiting Time        turnaround time

     1               4                 4                    8

     2               3                 6                    9

     3               5                 7                    12

Average waiting time = 5.666667
Average turnaround time = 9.666667
```

Program 4

Write a C program to simulate Real-Time CPU Scheduling algorithms:

Rate- Monotonic

```
#include <stdio.h>


void findWaitingTime(int processes[], int n, int bt[], int wt[], int period[]) {
    wt[0] = 0;
    for (int i = 1; i < n; i++) {
        wt[i] = bt[i - 1] + wt[i - 1];
    }
}
void findTurnAroundTime(int processes[], int n, int bt[], int wt[], int tat[]) {
    for (int i = 0; i < n; i++) {
        tat[i] = bt[i] + wt[i];
    }
}
void findAvgTime(int processes[], int n, int bt[], int period[]) {
    int wt[n], tat[n];
    findWaitingTime(processes, n, bt, wt, period);
    findTurnAroundTime(processes, n, bt, wt, tat);


    printf("Processes   Burst time   Waiting time   Turnaround time   Period\n");
    for (int i = 0; i < n; i++) {
        printf(" %d ", (i + 1));
        printf("         %d ", bt[i]);
        printf("         %d ", wt[i]);
```

```
        printf("          %d ", tat[i]);
        printf("                %d\n", period[i]);
    }
    int total_wt = 0, total_tat = 0;
    for (int i = 0; i < n; i++) {
        total_wt += wt[i];
        total_tat += tat[i];
    }
    printf("Average waiting time = %.2f\n", (float)total_wt / (float)n);
    printf("Average turnaround time = %.2f\n", (float)total_tat / (float)n);
}
void rateMonotonicScheduling(int processes[], int n, int bt[], int period[]) {
    // Sort by period
    for (int i = 0; i < n - 1; i++) {
        for (int j = 0; j < n - i - 1; j++) {
            if (period[j] > period[j + 1]) {
                int temp = period[j];
                period[j] = period[j + 1];
                period[j + 1] = temp;
                temp = bt[j];
                bt[j] = bt[j + 1];
                bt[j + 1] = temp;
                temp = processes[j];
                processes[j] = processes[j + 1];
                processes[j + 1] = temp;
            }
        }
```

```
    }

  findAvgTime(processes, n, bt, period);
}

int main() {
    int processes[] = {1, 2, 3};
    int n = sizeof(processes) / sizeof(processes[0]);
    int burst_time[] = {3, 1, 2};
    int period[] = {7, 4, 5};

    rateMonotonicScheduling(processes, n, burst_time, period);
    return 0;
}
```

```
Processes   Burst time   Waiting time   Turnaround time   Period
 1           1             0             1                  4
 2           2             1             3                  5
 3           3             3             6                  7
Average waiting time = 1.33
Average turnaround time = 3.33
```

Earliest-deadline First

```
#include <stdio.h>

void findWaitingTime(int processes[], int n, int bt[], int wt[], int deadline[]) {
    wt[0] = 0;
    for (int i = 1; i < n; i++) {
        wt[i] = bt[i - 1] + wt[i - 1];
```

```
    }
}

void findTurnAroundTime(int processes[], int n, int bt[], int wt[], int tat[]) {
    for (int i = 0; i < n; i++) {
        tat[i] = bt[i] + wt[i];
    }
}

void findAvgTime(int processes[], int n, int bt[], int deadline[]) {
    int wt[n], tat[n];
    findWaitingTime(processes, n, bt, wt, deadline);
    findTurnAroundTime(processes, n, bt, wt, tat);

    printf("Processes   Burst time   Waiting time   Turnaround time   Deadline\n");
    for (int i = 0; i < n; i++) {
        printf(" %d ", (i + 1));
        printf("         %d ", bt[i]);
        printf("         %d ", wt[i]);
        printf("         %d ", tat[i]);
        printf("             %d\n", deadline[i]);
    }

    int total_wt = 0, total_tat = 0;
    for (int i = 0; i < n; i++) {
        total_wt += wt[i];
        total_tat += tat[i];
```

```
    }

    printf("Average waiting time = %.2f\n", (float)total_wt / (float)n);
    printf("Average turnaround time = %.2f\n", (float)total_tat / (float)n);
}

void earliestDeadlineFirstScheduling(int processes[], int n, int bt[], int deadline[]) {
    // Sort by deadline
    for (int i = 0; i < n - 1; i++) {
        for (int j = 0; j < n - i - 1; j++) {
            if (deadline[j] > deadline[j + 1]) {
                int temp = deadline[j];
                deadline[j] = deadline[j + 1];
                deadline[j + 1] = temp;
                temp = bt[j];
                bt[j] = bt[j + 1];
                bt[j + 1] = temp;
                temp = processes[j];
                processes[j] = processes[j + 1];
                processes[j + 1] = temp;
            }
        }
    }

    findAvgTime(processes, n, bt, deadline);
}
```

```
int main() {
    int processes[] = {1, 2, 3};
    int n = sizeof(processes) / sizeof(processes[0]);
    int burst_time[] = {3, 1, 2};
    int deadline[] = {7, 4, 5};

    earliestDeadlineFirstScheduling(processes, n, burst_time, deadline);
    return 0;
}
```

```
Processes   Burst time   Waiting time   Turnaround time   Ratio
 1            3             0             3                0.50
 2            2             3             5                0.30
 3            1             5             6                0.20
Average waiting time = 2.67
Average turnaround time = 4.67
```

Program 5

Write a C program to simulate producer-consumer problem using semaphores.

```
#include <stdio.h>
#include <stdlib.h>
#include <pthread.h>
#include <semaphore.h>

#define BUFFER_SIZE 5
int buffer[BUFFER_SIZE];
int in = 0, out = 0;

sem_t empty;
sem_t full;
pthread_mutex_t mutex;

void *producer(void *param) {
  int item;
  while (1) {
    item = rand() % 100;
    sem_wait(&empty);
    pthread_mutex_lock(&mutex);

    buffer[in] = item;
    printf("Producer produced %d at %d\n", item, in);
    in = (in + 1) % BUFFER_SIZE;
```

```
        pthread_mutex_unlock(&mutex);
        sem_post(&full);
        sleep(1);
    }
}

void *consumer(void *param) {
    int item;
    while (1) {
        sem_wait(&full);
        pthread_mutex_lock(&mutex);

        item = buffer[out];
        printf("Consumer consumed %d from %d\n", item, out);
        out = (out + 1) % BUFFER_SIZE;

        pthread_mutex_unlock(&mutex);
        sem_post(&empty);
        sleep(1);
    }
}

int main() {
    pthread_t tid1, tid2;
    pthread_attr_t attr;
```

```
    pthread_attr_init(&attr);
    pthread_mutex_init(&mutex, NULL);
    sem_init(&empty, 0, BUFFER_SIZE);
    sem_init(&full, 0, 0);

    pthread_create(&tid1, &attr, producer, NULL);
    pthread_create(&tid2, &attr, consumer, NULL);

    pthread_join(tid1, NULL);
    pthread_join(tid2, NULL);

    pthread_mutex_destroy(&mutex);
    sem_destroy(&empty);
    sem_destroy(&full);

    return 0;
}
```

```
      |          ^~~~~
Producer produced 83 at 0
Consumer consumed 83 from 0
Producer produced 86 at 1
Consumer consumed 86 from 1
Producer produced 77 at 2
Consumer consumed 77 from 2
Producer produced 15 at 3
Consumer consumed 15 from 3
Producer produced 93 at 4
Consumer consumed 93 from 4
Producer produced 35 at 0
Consumer consumed 35 from 0
Producer produced 86 at 1
Consumer consumed 86 from 1
Producer produced 92 at 2
Consumer consumed 92 from 2
Producer produced 49 at 3
Consumer consumed 49 from 3
Producer produced 21 at 4
Consumer consumed 21 from 4
Producer produced 62 at 0
Consumer consumed 62 from 0
Producer produced 27 at 1
Consumer consumed 27 from 1
Producer produced 90 at 2
Consumer consumed 90 from 2
```

Program 6

Write a C program to simulate the concept of Dining-Philosophers problem.

```
#include <stdio.h>

#include <stdlib.h>

#include <pthread.h>

#include <semaphore.h>


#define N

sem_t forks[N];

sem_t mutex;


void *philosopher(void *num) {

  int id = *(int *)num;

  while (1) {

    printf("Philosopher %d is thinking.\n", id);

    sleep(1);


    sem_wait(&mutex);

    sem_wait(&forks[id]);

    sem_wait(&forks[(id + 1) % N]);


    printf("Philosopher %d is eating.\n", id);

    sleep(1);


    sem_post(&forks[id]); // Put down chopsticks
```

```
        sem_post(&forks[(id + 1) % N]);
        sem_post(&mutex);

        printf("Philosopher %d is done eating and starts thinking again.\n", id);
        sleep(1);
    }
}

int main() {
    pthread_t tid[N];
    int ids[N];

    sem_init(&mutex, 0, 1);

    for (int i = 0; i < N; i++) {
        sem_init(&forks[i], 0, 1);
        ids[i] = i;
    }

    for (int i = 0; i < N; i++) {
        pthread_create(&tid[i], NULL, philosopher, &ids[i]);
    }

    for (int i = 0; i < N; i++) {
        pthread_join(tid[i], NULL);
    }
```

```
    for (int i = 0; i < N; i++) {
        sem_destroy(&forks[i]);
    }
    sem_destroy(&mutex);

    return 0;
}
```

```
Philosopher 0 is thinking.
Philosopher 1 is thinking.
Philosopher 2 is thinking.
Philosopher 3 is thinking.
Philosopher 4 is thinking.
Philosopher 0 is eating.
Philosopher 0 is done eating and starts thinking again.
Philosopher 1 is eating.
Philosopher 0 is thinking.
Philosopher 1 is done eating and starts thinking again.
Philosopher 2 is eating.
Philosopher 3 is eating.
Philosopher 2 is done eating and starts thinking again.
Philosopher 1 is thinking.
Philosopher 2 is thinking.
Philosopher 4 is eating.
Philosopher 3 is done eating and starts thinking again.
Philosopher 3 is thinking.
Philosopher 0 is eating.
Philosopher 4 is done eating and starts thinking again.
Philosopher 4 is thinking.
Philosopher 1 is eating.
Philosopher 0 is done eating and starts thinking again.
Philosopher 1 is done eating and starts thinking again.
Philosopher 2 is eating.
Philosopher 0 is thinking.
Philosopher 2 is done eating and starts thinking again.
Philosopher 1 is thinking.
Philosopher 3 is eating.
Philosopher 2 is thinking.
Philosopher 4 is eating.
Philosopher 3 is done eating and starts thinking again.
```

Program 7

Write a C program to simulate Bankers algorithm for the purpose of deadlock avoidance.

```c
#include <stdio.h>

#include <stdbool.h>


#define MAX_PROCESSES 5

#define MAX_RESOURCES 3


int main() {

   int n, m, i, j, k;

   n = 5;

   m = 3;


   int alloc[MAX_PROCESSES][MAX_RESOURCES] = { { 0, 1, 0 },

                                               { 2, 0, 0 },

                                               { 3, 0, 2 },

                                               { 2, 1, 1 },

                                               { 0, 0, 2 } };


   int max[MAX_PROCESSES][MAX_RESOURCES] = { { 7, 5, 3 },

                                             { 3, 2, 2 },

                                             { 9, 0, 2 },

                                             { 2, 2, 2 },

                                             { 4, 3, 3 } };
```

```
int avail[MAX_RESOURCES] = { 3, 3, 2 };
int f[MAX_PROCESSES], ans[MAX_PROCESSES], ind = 0;
for (k = 0; k < n; k++) {
   f[k] = 0;
}

int need[MAX_PROCESSES][MAX_RESOURCES];
for (i = 0; i < n; i++) {
   for (j = 0; j < m; j++) {
      need[i][j] = max[i][j] - alloc[i][j];
   }
}
printf("Need matrix:\n");
for (i = 0; i < n; i++) {
   for (j = 0; j < m; j++) {
      printf("%d ", need[i][j]);
   }
   printf("\n");
}
int y = 0;
for (k = 0; k < n; k++) {
   for (i = 0; i < n; i++) {
      if (f[i] == 0) {
         bool flag = true;
         for (j = 0; j < m; j++) {
            if (need[i][j] > avail[j]) {
               flag = false;
```

```
                    break;
                }   }
            if (flag) {
                ans[ind++] = i;
                for (y = 0; y < m; y++) {
                    avail[y] += alloc[i][y];
                }
                f[i] = 1;
            }
        }
    }
}
printf("Following is the SAFE Sequence:\n");
for (i = 0; i < n - 1; i++) {
    printf(" P%d ->", ans[i]);
}
printf(" P%d\n", ans[n - 1]);

return 0;
}
```

```
Need matrix:
7 4 3
1 2 2
6 0 0
0 1 1
4 3 1
Following is the SAFE Sequence:
 P1 -> P3 -> P4 -> P0 -> P2
```

Program 8

Write a C program to simulate deadlock detection

```c
#include <stdio.h>

#include <stdbool.h>


#define MAX_PROCESSES 5

#define MAX_RESOURCES 3


void printMatrices(int processes, int resources, int alloc[MAX_PROCESSES][MAX_RESOURCES],
int max[MAX_PROCESSES][MAX_RESOURCES], int need[MAX_PROCESSES][MAX_RESOURCES],
int avail[MAX_RESOURCES]) {

  printf("Allocation Matrix:\n");

  for (int i = 0; i < processes; i++) {

    for (int j = 0; j < resources; j++) {

      printf("%d ", alloc[i][j]);

    }

    printf("\n");

  }


  printf("\nMax Matrix:\n");

  for (int i = 0; i < processes; i++) {

    for (int j = 0; j < resources; j++) {

      printf("%d ", max[i][j]);

    }

    printf("\n");

  }
```

```
    printf("\nNeed Matrix:\n");
    for (int i = 0; i < processes; i++) {
        for (int j = 0; j < resources; j++) {
            printf("%d ", need[i][j]);
        }
        printf("\n");
    }

    printf("\nAvailable Resources:\n");
    for (int i = 0; i < resources; i++) {
        printf("%d ", avail[i]);
    }
    printf("\n");
}

void deadlockDetection(int processes, int resources, int
alloc[MAX_PROCESSES][MAX_RESOURCES], int max[MAX_PROCESSES][MAX_RESOURCES], int
avail[MAX_RESOURCES]) {
    int need[MAX_PROCESSES][MAX_RESOURCES];
    int work[MAX_RESOURCES];
    bool finish[MAX_PROCESSES];

    for (int i = 0; i < processes; i++) {
        for (int j = 0; j < resources; j++) {
            need[i][j] = max[i][j] - alloc[i][j];
        }
    }
```

```
printMatrices(processes, resources, alloc, max, need, avail);
for (int i = 0; i < resources; i++) {
    work[i] = avail[i];
}
for (int i = 0; i < processes; i++) {
    finish[i] = false;
}
bool found;
do {
    found = false;
    for (int i = 0; i < processes; i++) {
        if (!finish[i]) {
            bool flag = true;
            for (int j = 0; j < resources; j++) {
                if (need[i][j] > work[j]) {
                    flag = false;
                    break;
                }
            }

            if (flag) {
                printf("\nProcess %d can be satisfied and is now finishing.\n", i);
                for (int k = 0; k < resources; k++) {
                    work[k] += alloc[i][k];
                }
                finish[i] = true;
                found = true;
```

```
                printf("New Available Resources:\n");
                for (int k = 0; k < resources; k++) {
                    printf("%d ", work[k]);
                }
                printf("\n");
            }
        }
    }
    } while (found);
    bool deadlock = false;
    printf("\nDeadlock Check:\n");
    for (int i = 0; i < processes; i++) {
        if (!finish[i]) {
            deadlock = true;
            printf("Process %d is in a deadlock.\n", i);
        }
    }
    if (!deadlock) {
        printf("No deadlock detected.\n");
    }
}
int main() {
    int processes = 5;
    int resources = 3;

    int alloc[MAX_PROCESSES][MAX_RESOURCES] = {
```

```
        { 0, 1, 0 },
        { 2, 0, 0 },
        { 3, 0, 2 },
        { 2, 1, 1 },
        { 0, 0, 2 }
    };
    int max[MAX_PROCESSES][MAX_RESOURCES] = {
        { 7, 5, 3 },
        { 3, 2, 2 },
        { 9, 0, 2 },
        { 2, 2, 2 },
        { 4, 3, 3 }
    };
    int avail[MAX_RESOURCES] = { 3, 3, 2 }; // Available resources
    deadlockDetection(processes, resources, alloc, max, avail);
    return 0;
}
```

```
Allocation Matrix:
0 1 0
2 0 0
3 0 2
2 1 1
0 0 2

Max Matrix:
7 5 3
3 2 2
9 0 2
2 2 2
4 3 3

Need Matrix:
7 4 3
1 2 2
6 0 0
0 1 1
4 3 1

Available Resources:
3 3 2
```

```
Process 1 can be satisfied and is now finishing.
New Available Resources:
5 3 2

Process 3 can be satisfied and is now finishing.
New Available Resources:
7 4 3

Process 4 can be satisfied and is now finishing.
New Available Resources:
7 4 5

Process 0 can be satisfied and is now finishing.
New Available Resources:
7 5 5

Process 2 can be satisfied and is now finishing.
New Available Resources:
10 5 7

Deadlock Check:
No deadlock detected.
```

Program 9

Write a C program to simulate the following contiguous memory allocation techniques

a) Worst-fit

b) Best-fit

c) First-fit

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

#define MAX 25

void firstFit(int nb, int nf, int b[], int f[]) {
  int allocation[MAX];
  int allocated[MAX] = {0};
  for (int i = 0; i < nf; i++) {
    allocation[i] = -1;
    for (int j = 0; j < nb; j++) {
      if (allocated[j] == 0 && b[j] >= f[i]) {
        allocation[i] = j;
        allocated[j] = 1;
        break;
      }
    }
  }

  printf("\nFile_no:\tFile_size:\tBlock_no:\tBlock_size:");
```

```
    for (int i = 0; i < nf; i++) {
        if (allocation[i] != -1)
            printf("\n%d\t\t%d\t\t%d\t\t%d", i + 1, f[i], allocation[i] + 1, b[allocation[i]]);
        else
            printf("\n%d\t\t%d\t\t-\t\t-", i + 1, f[i]);
    }
}

void bestFit(int nb, int nf, int b[], int f[]) {
    int allocation[MAX];
    int allocated[MAX] = {0};
    for (int i = 0; i < nf; i++) {
        int bestIdx = -1;
        allocation[i] = -1;
        for (int j = 0; j < nb; j++) {
            if (allocated[j] == 0 && b[j] >= f[i]) {
                if (bestIdx == -1 || b[j] < b[bestIdx])
                    bestIdx = j;
            }
        }
        if (bestIdx != -1) {
            allocation[i] = bestIdx;
            allocated[bestIdx] = 1;
        }
    }

    printf("\nFile_no:\tFile_size:\tBlock_no:\tBlock_size:");
```

```
    for (int i = 0; i < nf; i++) {
        if (allocation[i] != -1)
            printf("\n%d\t\t%d\t\t%d\t\t%d", i + 1, f[i], allocation[i] + 1, b[allocation[i]]);
        else
            printf("\n%d\t\t%d\t\t-\t\t-", i + 1, f[i]);
    }
}

void worstFit(int nb, int nf, int b[], int f[]) {
    int allocation[MAX];
    int allocated[MAX] = {0};

    for (int i = 0; i < nf; i++) {
        int worstIdx = -1;
        allocation[i] = -1;
        for (int j = 0; j < nb; j++) {
            if (allocated[j] == 0 && b[j] >= f[i]) {
                if (worstIdx == -1 || b[j] > b[worstIdx])
                    worstIdx = j;
            }
        }
        if (worstIdx != -1) {
            allocation[i] = worstIdx;
            allocated[worstIdx] = 1;
        }
    }
```

```
    printf("\nFile_no:\tFile_size:\tBlock_no:\tBlock_size:");
    for (int i = 0; i < nf; i++) {
        if (allocation[i] != -1)
            printf("\n%d\t\t%d\t\t%d\t\t%d", i + 1, f[i], allocation[i] + 1, b[allocation[i]]);
        else
            printf("\n%d\t\t%d\t\t-\t\t-", i + 1, f[i]);
    }
}

int main() {
    int nb, nf, choice;

    printf("Memory Management Scheme");
    printf("\nEnter the number of blocks: ");
    scanf("%d", &nb);
    printf("Enter the number of files: ");
    scanf("%d", &nf);
    int b[nb], f[nf];
    printf("\nEnter the size of the blocks:\n");
    for (int i = 0; i < nb; i++) {
        printf("Block %d: ", i + 1);
        scanf("%d", &b[i]);
    }
    printf("Enter the size of the files:\n");
    for (int i = 0; i < nf; i++) {
        printf("File %d: ", i + 1);
        scanf("%d", &f[i]);
```

```
}

while (1) {
   printf("\n1. First Fit\n2. Best Fit\n3. Worst Fit\n4. Exit\n");
   printf("Enter your choice: ");
   scanf("%d", &choice);
   switch (choice) {
      case 1:
         printf("\n\tMemory Management Scheme - First Fit\n");
         firstFit(nb, nf, b, f);
         break;
      case 2:
         printf("\n\tMemory Management Scheme - Best Fit\n");
         bestFit(nb, nf, b, f);
         break;
      case 3:
         printf("\n\tMemory Management Scheme - Worst Fit\n");
         worstFit(nb, nf, b, f);
         break;
      case 4:
         printf("\nExiting...\n");
         exit(0);
         break;
      default:
         printf("\nInvalid choice.\n");
         break;
   }
```

```
    }

    return 0;
}
```

```
Memory Management Scheme
Enter the number of blocks: 5
Enter the number of files: 4

Enter the size of the blocks:
Block 1: 100
Block 2: 500
Block 3: 200
Block 4: 300
Block 5: 600
Enter the size of the files:
File 1: 212
File 2: 417
File 3: 112
File 4: 426
```

```
1. First Fit
2. Best Fit
3. Worst Fit
4. Exit
Enter your choice: 1

        Memory Management Scheme - First Fit

File_no:        File_size:      Block_no:       Block_size:
1               212             2               500
2               417             5               600
3               112             3               200
4               426             -               -
1. First Fit
2. Best Fit
3. Worst Fit
4. Exit
Enter your choice: 2

        Memory Management Scheme - Best Fit

File_no:        File_size:      Block_no:       Block_size:
1               212             4               300
2               417             2               500
3               112             3               200
4               426             5               600
1. First Fit
2. Best Fit
3. Worst Fit
4. Exit
Enter your choice: 3

        Memory Management Scheme - Worst Fit

File_no:        File_size:      Block_no:       Block_size:
1               212             5               600
2               417             2               500
3               112             4               300
4               426             -               -
1. First Fit
2. Best Fit
3. Worst Fit
4. Exit
Enter your choice:
```

Program 10

Write a C program to simulate page replacement algorithms

a) FIFO

b) LRU

c) Optimal

```
#include <stdio.h>

#include <stdlib.h>

#include <stdbool.h>


#define MAX_FRAMES 10

#define MAX_PAGES 25


void fifo(int pages[], int n, int capacity) {

    int frame[MAX_FRAMES], frameCount = 0, pageFaults = 0, frameIndex = 0;

    bool isPagePresent = false;


    for (int i = 0; i < n; i++) {

        isPagePresent = false;

        for (int j = 0; j < frameCount; j++) {

            if (frame[j] == pages[i]) {

                isPagePresent = true;

                break;

            }

        }
```

```
        if (isPagePresent == false) {
            if (frameCount < capacity) {
                frame[frameCount] = pages[i];
                frameCount++;
            } else {
                frame[frameIndex] = pages[i];
                frameIndex++;
                if (frameIndex >= capacity)
                    frameIndex = 0;
            }
            pageFaults++;
        }
    }
    printf("\nFIFO Page Replacement Algorithm:\n");
    printf("Total Page Faults: %d\n", pageFaults);
}

void lru(int pages[], int n, int capacity) {
    int frame[MAX_FRAMES], frameCount = 0, pageFaults = 0, counter[MAX_FRAMES];
    bool isPagePresent = false;

    for (int i = 0; i < n; i++) {
        isPagePresent = false;
        for (int j = 0; j < frameCount; j++) {
            if (frame[j] == pages[i]) {
                isPagePresent = true;
                counter[j] = i;
```

```
            break;
          }
        }

        if (isPagePresent == false) {
          if (frameCount < capacity) {
            frame[frameCount] = pages[i];
            counter[frameCount] = i;
            frameCount++;
          } else {
            int lru = 0;
            for (int j = 1; j < capacity; j++) {
              if (counter[j] < counter[lru])
                lru = j;
            }
            frame[lru] = pages[i];
            counter[lru] = i;
          }
          pageFaults++;
        }
      }
      printf("\nLRU Page Replacement Algorithm:\n");
      printf("Total Page Faults: %d\n", pageFaults);
    }

    void optimal(int pages[], int n, int capacity) {
      int frame[MAX_FRAMES], frameCount = 0, pageFaults = 0;
```

```
bool isPagePresent = false;

for (int i = 0; i < n; i++) {
    isPagePresent = false;
    for (int j = 0; j < frameCount; j++) {
        if (frame[j] == pages[i]) {
            isPagePresent = true;
            break;
        }
    }

    if (isPagePresent == false) {
        if (frameCount < capacity) {
            frame[frameCount] = pages[i];
            frameCount++;
        } else {
            int future[MAX_FRAMES] = {0};
            for (int j = 0; j < frameCount; j++) {
                bool isFound = false;
                for (int k = i + 1; k < n; k++) {
                    if (pages[k] == frame[j]) {
                        future[j] = k;
                        isFound = true;
                        break;
                    }
                }
                if (isFound == false)
```

```
                future[j] = n + 1;
            }
            int longest = 0;
            for (int j = 1; j < frameCount; j++) {
                if (future[j] > future[longest])
                    longest = j;
            }
            frame[longest] = pages[i];
        }
        pageFaults++;
    }
  }
  printf("\nOptimal Page Replacement Algorithm:\n");
  printf("Total Page Faults: %d\n", pageFaults);
}

int main() {
  int pages[MAX_PAGES], n, capacity;

  printf("Page Replacement Algorithms\n");
  printf("Enter the number of pages: ");
  scanf("%d", &n);
  printf("Enter the page reference string:\n");
  for (int i = 0; i < n; i++) {
    printf("Page %d: ", i + 1);
    scanf("%d", &pages[i]);
  }
```

```
    printf("Enter the number of frames: ");
    scanf("%d", &capacity);

    fifo(pages, n, capacity);
    lru(pages, n, capacity);
    optimal(pages, n, capacity);

    return 0;
}
```

```
Page Replacement Algorithms
Enter the number of pages: 10
Enter the page reference string:
Page 1: 1
Page 2: 2
Page 3: 1
Page 4: 4
Page 5: 6
Page 6: 4
Page 7: 2
Page 8: 1
Page 9: 56
Page 10: 3
Enter the number of frames: 3

FIFO Page Replacement Algorithm:
Total Page Faults: 7

LRU Page Replacement Algorithm:
Total Page Faults: 8

Optimal Page Replacement Algorithm:
Total Page Faults: 7
```

Write a C program to simulate disk scheduling algorithms:

(a) FCFS

(b) SCAN

(c) c-SCAN

(a) FCFS:

```
#include&lt;stdio.h&gt;
#include&lt;stdlib.h&gt;
int main()
{
int RQ[100],i,n,TotalHeadMoment=0,initial;
printf(&quot;Enter the number of Requests\n&quot;);
scanf(&quot;%d&quot;,&amp;n);
printf(&quot;Enter the Requests sequence\n&quot;);
for(i=0;i&lt;n;i++)
scanf(&quot;%d&quot;,&amp;RQ[i]);
printf(&quot;Enter initial head position\n&quot;);
scanf(&quot;%d&quot;,&amp;initial);
// logic for FCFS disk scheduling
for(i=0;i&lt;n;i++)
{
TotalHeadMoment=TotalHeadMoment+abs(RQ[i]-initial);
initial=RQ[i];
}
printf(&quot;Total head moment is %d&quot;,TotalHeadMoment);
return 0;
}
```

```
Enter the number of Requests
8
Enter the Requests sequence
98 183 37 122 14 124 65 67
Enter initial head position
53
Total head moment is 640
```

(b) SCAN:

```
#include&lt;stdio.h&gt;
#include&lt;stdlib.h&gt;
int main()
{
int RQ[100],i,j,n,TotalHeadMoment=0,initial,size,move;
printf(&quot;Enter the number of Requests\n&quot;);
scanf(&quot;%d&quot;,&amp;n);
printf(&quot;Enter the Requests sequence\n&quot;);

for(i=0;i&lt;n;i++)
scanf(&quot;%d&quot;,&amp;RQ[i]);
printf(&quot;Enter initial head position\n&quot;);
scanf(&quot;%d&quot;,&amp;initial);
printf(&quot;Enter total disk size\n&quot;);
scanf(&quot;%d&quot;,&amp;size);
printf(&quot;Enter the head movement direction for high 1 and for low 0\n&quot;);
scanf(&quot;%d&quot;,&amp;move);
// logic for Scan disk scheduling
/*logic for sort the request array */
for(i=0;i&lt;n;i++)
```

```
{
for(j=0;j&lt;n-i-1;j++)
{
if(RQ[j]&gt;RQ[j+1])
{
int temp;
temp=RQ[j];
RQ[j]=RQ[j+1];
RQ[j+1]=temp;
}
}
}
int index;
for(i=0;i&lt;n;i++)
{
if(initial&lt;RQ[i])
{
index=i;
break;
}
}
//if movement is towards high value
if(move==1)
{
for(i=index;i&lt;n;i++)
{
TotalHeadMoment=TotalHeadMoment+abs(RQ[i]-initial);
```

```
initial=RQ[i];
}
// last movement for max size
TotalHeadMoment=TotalHeadMoment+abs(size-RQ[i-1]-1);
initial = size-1;
for(i=index-1;i&gt;=0;i--)
{
TotalHeadMoment=TotalHeadMoment+abs(RQ[i]-initial);
initial=RQ[i];
}
}
// if movement is towards low value
else
{
for(i=index-1;i&gt;=0;i--)
{
TotalHeadMoment=TotalHeadMoment+abs(RQ[i]-initial);
initial=RQ[i];
}
// last movement for min size
TotalHeadMoment=TotalHeadMoment+abs(RQ[i+1]-0);
initial =0;
for(i=index;i&lt;n;i++)
{
TotalHeadMoment=TotalHeadMoment+abs(RQ[i]-initial);
initial=RQ[i];
```

```
}
}
printf(&quot;Total head movement is %d&quot;,TotalHeadMoment);
return 0;
}
```

```
Enter the number of Requests
8
Enter the Requests sequence
98 183 37 122 14 124 65 67
Enter initial head position
53
Enter total disk size
199
Enter the head movement direction for high 1 and for low 0
0
Total head movement is 236
```

(c) c-SCAN:

```
#include&lt;stdio.h&gt;
#include&lt;stdlib.h&gt;
int main()
{
int RQ[100],i,j,n,TotalHeadMoment=0,initial,size,move;
printf(&quot;Enter the number of Requests\n&quot;);
scanf(&quot;%d&quot;,&amp;n);
printf(&quot;Enter the Requests sequence\n&quot;);

for(i=0;i&lt;n;i++)
scanf(&quot;%d&quot;,&amp;RQ[i]);
printf(&quot;Enter initial head position\n&quot;);
```

```
scanf(&quot;%d&quot;,&amp;initial);
printf(&quot;Enter total disk size\n&quot;);
scanf(&quot;%d&quot;,&amp;size);
printf(&quot;Enter the head movement direction for high 1 and for low 0\n&quot;);
scanf(&quot;%d&quot;,&amp;move);
// logic for C-Scan disk scheduling
/*logic for sort the request array */
for(i=0;i&lt;n;i++)
{
for( j=0;j&lt;n-i-1;j++)
{
if(RQ[j]&gt;RQ[j+1])
{
int temp;
temp=RQ[j];
RQ[j]=RQ[j+1];
RQ[j+1]=temp;
}
}
}
int index;
for(i=0;i&lt;n;i++)
{
if(initial&lt;RQ[i])
{
index=i;
break;
```

```
}
}
// if movement is towards high value
if(move==1)
{
for(i=index;i&lt;n;i++)
{
TotalHeadMoment=TotalHeadMoment+abs(RQ[i]-initial);

initial=RQ[i];
}
// last movement for max size
TotalHeadMoment=TotalHeadMoment+abs(size-RQ[i-1]-1);
/*movement max to min disk */
TotalHeadMoment=TotalHeadMoment+abs(size-1-0);
initial=0;
for( i=0;i&lt;index;i++)
{
TotalHeadMoment=TotalHeadMoment+abs(RQ[i]-initial);
initial=RQ[i];
}
}
// if movement is towards low value
else
{
for(i=index-1;i&gt;=0;i--)
{
```

```
TotalHeadMoment=TotalHeadMoment+abs(RQ[i]-initial);
initial=RQ[i];
}
// last movement for min size
TotalHeadMoment=TotalHeadMoment+abs(RQ[i+1]-0);
/*movement min to max disk */
TotalHeadMoment=TotalHeadMoment+abs(size-1-0);
initial =size-1;
for(i=n-1;i&gt;=index;i--)
{
TotalHeadMoment=TotalHeadMoment+abs(RQ[i]-initial);
initial=RQ[i];
}
}
printf(&quot;Total head movement is %d&quot;,TotalHeadMoment);
return 0;
}
```

```
Enter the number of Requests
8
Enter the Requests sequence
98 183 37 122 14 124 65 67
Enter initial head position
53
Enter total disk size
199
Enter the head movement direction for high 1 and for low 0
0
Total head movement is 384
```