**Lab Report No: 08**

**Name of the lab report:** Implementation of SJF Scheduling Algorithm.

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**Objective:** SJF algorithm Definition & executable code in code blocks compiler.

**Q.1 What is SjF Scheduling algorithm?**

**Ans:**Shortest job first is a scheduling algorithm in which the process with the smallest execution time is selected for execution next. Shortest job first can be either preemptive or non-preemptive. Owing to its simple nature, shortest job first is considered optimal. It also reduces the average waiting time for other processes awaiting execution.

**Q.2 How to implemented in C?**

**Ans:**

The code written in c are given below:

#include<stdio.h>

void main()

{

intbt[20],p[20],wt[20],tat[20],i,j,n,total=0,pos,temp;

floatavg\_wt,avg\_tat;

printf("Enter number of process:");

scanf("%d",&n);

printf("\nEnter Burst Time:\n");

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

{

printf("p%d:",i+1);

scanf("%d",&bt[i]);

p[i]=i+1;

}

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

{

pos=i;

for(j=i+1;j<n;j++)

{

if(bt[j]<bt[pos])

pos=j;

}

temp=bt[i];

bt[i]=bt[pos];

bt[pos]=temp;

temp=p[i];

p[i]=p[pos];

p[pos]=temp;

}

wt[0]=0;

for(i=1;i<n;i++)

{

wt[i]=0;

for(j=0;j<i;j++)

wt[i]+=bt[j];

total+=wt[i];

}

avg\_wt=(float)total/n;

total=0;

printf("\nProcess\t Burst Time \tWaiting Time\tTurnaround Time");

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

{

tat[i]=bt[i]+wt[i];

total+=tat[i];

printf("\np%d\t\t %d\t\t %d\t\t\t%d",p[i],bt[i],wt[i],tat[i]);

}

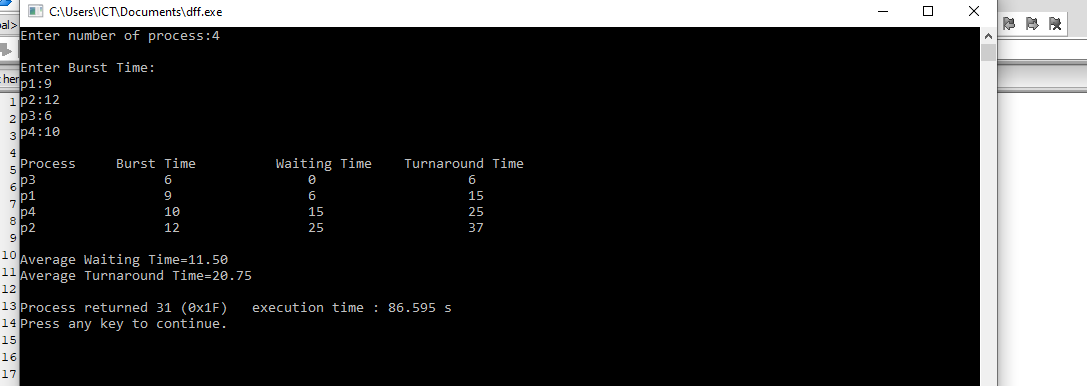
avg\_tat=(float)total/n;

printf("\n\nAverage Waiting Time=%.2f",avg\_wt);

printf("\nAverage Turnaround Time=%.2f\n",avg\_tat);

}

**Output:**

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