

**Aim:**

**Aim:** Simulation of SJF scheduling algorithm.

**Description:** Shortest Job First (SJF)

- This is a non-preemptive, pre-emptive scheduling algorithm.
- Best approach to minimize waiting time.
- Easy to implement in Batch systems where required CPU time is known in advance.
- Impossible to implement in interactive systems where required CPU time is not known.
- The processor should know in advance how much time process will take.

**Source Code:****SJF.c**

```
#include<stdio.h>
int main()
{
    int bt[20],p[20],wt[20],tat[20],i,j,n,total=0,pos,temp;
    float avg_wt,avg_tat;
    printf("Enter number of process:");
    scanf("%d",&n);
    printf("Enter 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("Process\tBurstTime\tWaitingTime\tTurnaround Time");
for(i=0;i<n;i++)
{
    tat[i]=bt[i]+wt[i];
    total+=tat[i];
    printf("\np%d \t %d \t %d \t %d",p[i],bt[i],wt[i],tat[i]);
}
avg_tat=(float)total/n;
printf("\nAverage Waiting Time=%f",avg_wt);
printf("\nAverage Turnaround Time=%f\n",avg_tat);
}

```

### Execution Results - All test cases have succeeded!

Test Case - 1			
User Output			
Enter number of process: 5			
Enter Burst Time: 5			
p1: 5			
p2: 3			
p3: 4			
p4: 9			
p5: 3			
Process	BurstTime	WaitingTime	Turnaround Time
p2	3	0	3
p5	3	3	6
p3	4	6	10
p1	5	10	15
p4	9	15	24
Average Waiting Time=6.800000			
Average Turnaround Time=11.600000			

Test Case - 2			
User Output			
Enter number of process: 4			
Enter Burst Time: 7			
p1: 7			
p2: 9			
p3: 4			
p4: 2			
Process	BurstTime	WaitingTime	Turnaround Time
p4	2	0	2
p3	4	2	6
p1	7	6	13
p2	9	13	22
Average Waiting Time=5.250000			
Average Turnaround Time=10.750000			