

FIRST COME FIRST SERVE**Aim:****To implement First-come First- serve (FCFS) scheduling****technique. PROGRAM :**

```
#include <stdio.h>
int
main() {
int n, i;
    int bt[20], wt[20], tat[20];
    float avg_wt = 0, avg_tat = 0;
    printf("Enter the number of
process:\n"); scanf("%d", &n);
    printf("Enter the burst time of the
processes:\n"); for (i = 0; i < n; i++) {
        scanf("%d", &bt[i]);
    }
    wt[0] = 0;
    tat[0] = bt[0];
    for (i = 1; i < n; i++) {
        wt[i] = wt[i - 1] + bt[i - 1];
        tat[i] = wt[i] + bt[i];
    }
    printf("Process Burst Time Waiting Time Turn Around
Time\n"); for (i = 0; i < n; i++) {
        printf("%d\t%d\t%d\t%d\n", i, bt[i],
wt[i], tat[i]); avg_wt += wt[i];
        avg_tat += tat[i];
    }
    avg_wt /= n;
    avg_tat /= n;
    printf("Average waiting time is: %.1f\n", avg_wt);
    printf("Average Turn around Time is: %.1f\n", avg_tat);

    return 0;
}
```

OUTPUT :

```
Enter the number of process:
3
Enter the burst time of the processes:
24 3 3
Process Burst Time Waiting Time Turn Around Time
0        24          0          24
1         3          24          27
2         3          27          30
Average waiting time is: 17.0
Average Turn around Time is: 27.0
```

SHORTEST JOB FIRST**Aim**

: To implement the Shortest Job First (SJF) scheduling technique.

Program Code:

```
#include
<stdio.h> struct
Process {
    int pid; // Process ID
    int burst_time; // Burst Time
    int waiting_time; // Waiting Time
    int turn_around_time; // Turnaround Time
};

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

    // Calculating Waiting Time and
    Turnaround Time proc[0].waiting_time = 0;
    proc[0].turn_around_time =
    proc[0].burst_time;

    for (int i = 1; i < n; i++) {
        proc[i].waiting_time = proc[i - 1].waiting_time + proc[i -
        1].burst_time; proc[i].turn_around_time = proc[i].waiting_time +
        proc[i].burst_time;
    }

    // Calculate total waiting time and total
    turnaround time for (int i = 0; i < n; i++) {
        total_waiting_time += proc[i].waiting_time;
        total_turn_around_time += proc[i].turn_around_time;
    }

    // Calculate average waiting time and average
    turnaround time float avg_waiting_time =
    (float)total_waiting_time / n;
    float avg_turn_around_time = (float)total_turn_around_time / n;
    // Displaying the results
    printf("Process\tBurst Time\tWaiting Time\tTurn Around
    Time\n"); for (int i = 0; i < n; i++) {
        printf("%d\t%d\t\t%d\t\t%d\n", proc[i].pid, proc[i].burst_time,
        proc[i].waiting_time, proc[i].turn_around_time);
    }
    printf("Average waiting time is: %.2f\n", avg_waiting_time);
```

```
printf("Average Turn Around Time is: %.2f\n",  
avg_turn_around_time);  
}
```

```

int
main() {
int n;

    // Taking number of processes as input
    printf("Enter the number of processes: ");
    scanf("%d", &n);

    struct Process proc[n];

    // Taking burst time as input for each
    process printf("Enter the burst time of the
    processes:\n"); for (int i = 0; i < n; i++) {
        proc[i].pid = i + 1; //
        Process ID printf("Process %d:
        ", proc[i].pid); scanf("%d",
        &proc[i].burst_time);
    }
    // Sorting the processes based on burst time in

    ascending order for (int i = 0; i < n - 1; i++) {
        for (int j = i + 1; j < n; j++) {
            if (proc[i].burst_time > proc[j].burst_time) {
                // Swap the processes
                struct Process temp
                = proc[i]; proc[i] = proc[j];
                proc[j] = temp;
            }
        }
    }

    // Calculate and display the
    results calculate_times(proc, n);

    return 0;
}

```

Output :

Process 4: 5

Process	Burst Time	Waiting Time	Turn Around Time
2	4	0	4
4	5	4	9
1	8	9	17
3	9	17	26

Average waiting time is: 7.50

Average Turn Around Time is: 14.00

PRIORITY SCHEDULING**Aim:**

To implement priority scheduling technique.

PROGRAM:

```
#include

<stdio.h> struct
Process {
    int
    id; int
    bt;
    int
    priority;
    int wt;
    int tat;
int
main() {
    int n, i, j;
    struct Process p[20];
    float total_wt = 0, total_tat = 0;
    printf("Enter the number of
    processes:\n"); scanf("%d", &n);

    for (i = 0; i < n;
    i++) { p[i].id = i;
        printf("Enter burst time and priority for process
        %d: ", i); scanf("%d %d", &p[i].bt, &p[i].priority);
    }
    struct Process
    temp; for (i = 0; i <
    n - 1; i++) {
        for (j = i + 1; j < n; j++) {
            if (p[i].priority >
            p[j].priority) { temp =
            p[i];
                p
                [i] = p[j];
                p[j] =
                temp;
            } } }
    p[0].wt = 0;
    p[0].tat =
    p[0].bt;
    for (i = 1; i < n; i++) {
        p[i].wt = p[i - 1].wt + p[i - 1].bt;
```

```
        p[i].tat = p[i].wt + p[i].bt;
    }
    printf("\nProcess\tBurst Time\tPriority\tWaiting Time\tTurnaround
Time\n"); for (i = 0; i < n; i++) {
        printf("P%d\t%d\t%d\t%d\t%d\t%d\n", p[i].id, p[i].bt, p[i].priority,
p[i].wt, p[i].tat); total_wt += p[i].wt;
```



```

        total_tat += p[i].tat;
    }
    printf("\nAverage Waiting Time: %.2f", total_wt / n);
    printf("\nAverage Turnaround Time: %.2f\n", total_tat / n);

    return 0;
}

```

OUTPUT :

```

Enter the number of processes:
4
Enter burst time and priority for process 0: 6
3
Enter burst time and priority for process 1: 2
2
Enter burst time and priority for process 2: 14
1
Enter burst time and priority for process 3: 6
4

```

Process	Burst Time	Priority	Waiting Time	Turnaround Time
P2	14	1	0	14
P1	2	2	14	16
P0	6	3	16	22
P3	6	4	22	28

```

Average Waiting Time: 13.00
Average Turnaround Time: 20.00

```

ROUND ROBIN SCHEDULING**Aim:****To implement the Round Robin (RR) scheduling****technique. PROGRAM:**

```
#include
<stdio.h> struct
Process {
    int id;
    int
    arrivalTime;
    int burstTime;
    int
    remainingTime;
    int waitingTime;
    int turnaroundTime;
};
int main() {

    int n, timeQuantum, time = 0, done;
    printf("Enter Total Number of Processes:
"); scanf("%d", &n);
    struct Process p[n];
    for (int i = 0; i <
n; i++) { p[i].id = i
+ 1;
        printf("\nEnter Details of Process[%d]\n", i
+ 1); printf("Arrival Time: ");
        scanf("%d",
&p[i].arrivalTime);
        printf("Burst Time: ");
        scanf("%d",
&p[i].burstTime);
        p[i].remainingTime =
p[i].burstTime; p[i].waitingTime = 0;
        p[i].turnaroundTime = 0;
    }

    printf("\nEnter Time Quantum:
"); scanf("%d", &timeQuantum);

    int completed =
0; while (completed
!= n) {
        done = 1;
```

```
for (int i = 0; i < n; i++) {  
    if (p[i].arrivalTime <= time &&  
p[i].remainingTime > 0) { done = 0;  
        if (p[i].remainingTime  
> timeQuantum) { time +=  
timeQuantum;  
}
```

```

        p[i].remainingTime -= timeQuantum;
    } else {
        time += p[i].remainingTime;
        p[i].waitingTime = time - p[i].burstTime -
p[i].arrivalTime; p[i].turnaroundTime = time -
p[i].arrivalTime; p[i].remainingTime = 0;
        completed++;
    }
}
if (done) {time++; } }
float totalWT = 0, totalTAT = 0;
printf("\nProcess ID\tBurst Time\tTurnaround Time\tWaiting
Time\n"); for (int i = 0; i < n; i++) {
    printf("Process[%d]\t%d\t%d\t%d\n", p[i].id, p[i].burstTime,
p[i].turnaroundTime, p[i].waitingTime);
    totalWT +=
p[i].waitingTime; totalTAT +=
p[i].turnaroundTime;
}
printf("\nAverage Waiting Time: %.6f", totalWT / n);
printf("\nAvg Turnaround Time: %.6f\n", totalTAT / n);

return 0;}

```

OUTPUT:

```

Enter Details of Process[4]
Arrival Time: 3
Burst Time: 6

Enter Time Quantum: 3

Process ID      Burst Time      Turnaround Time  Waiting Time
Process[1]      4                13                9
Process[2]      7                21                14
Process[3]      5                16                11
Process[4]      6                18                12

Average Waiting Time: 11.500000
Avg Turnaround Time: 17.000000

```