

Write a C-program to simulate Real-Time CPU scheduling algorithm Earliest deadline - First.

```

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

typedef struct {
    int deadline;
    int execution;
    int execution_copy;
} Task;

int min (Task * tasks, int n);
void update_execution_copy (Task * tasks, int n);
void execute_task (Task * tasks, int task_id, int timer);

int main ()
{
    int n, timer = 0;
    float CPU_utilization;
    printf ("Enter number of tasks: ");
    scanf ("%d", &n);
    Task * tasks = malloc (n * sizeof (Task));
    for (int i = 0; i < n; i++) {
        printf ("Enter task %d parameters: \n", i + 1);
        printf ("Execution time: ");
        scanf ("%d", &tasks[i].execution);
        printf ("Deadline time: ");
        scanf ("%d", &tasks[i].deadline);
        tasks[i].execution_copy = 0;
    }
    CPU_utilization = 0;
    for (int i = 0; i < n; i++) {
        CPU_utilization += (float) tasks[i].execution /
            (float) tasks[i].deadline;
    }
}

```

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Print f ("CPU utilization: %f \n", CPU-utilization);
if (CPU-utilization < 1)
Print f ("Tasks can be scheduled. \n");
else
Print f ("schedule isn't feasible. \n");
while (1) {
int (active-task-id == -1) {
Print f ("%d Idle \n", timer);
}
else {
execute-task (tasks, active-task-id, timer);
if (tasks [active-task-id]. execution-copy == 0) {
update-execution-copy (tasks, active-task-id);
}
}
timer ++;
int all-completed = 1;
for (int i = 0; i < n; i++) {
if (tasks [i]. execution-copy > 0) {
all-completed = 0;
break;
}
}
if (all-completed) {
break;
}
free (tasks);
return 0;
}
int min (Task * tasks, int n) {
int min-deadline = INT_MAX;
int task-id = -1;
```

Output.

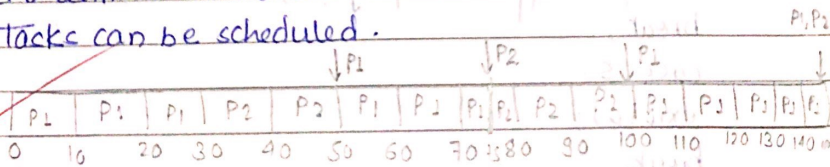
Enter Task 1 parameters:

Deadline time: 50

Execution time: 30

CPU utilization : 0.900000

tasks can be scheduled.



```
Enter number of tasks: 2
Enter Task 1 parameters:
Execution time: 25
Deadline time: 50
Enter Task 2 parameters:
Execution time: 30
Deadline time: 75
CPU Utilization: 0.900000
Tasks can be scheduled.
0 Idle
```