// 11

//Implement the C program for Disk Scheduling Algorithms:

// SSTF considering the initial head position moving away from the spindle

#include <stdio.h>

#include <stdlib.h>

int main(){

int RQ[100], i, n, TotalHeadMoment = 0, initial, count = 0;

printf("Enter the number of Requests\n");

scanf("%d", &n);

printf("Enter the Requests sequence\n");

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

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

printf("Enter initial head position\n");

scanf("%d", &initial);

while (count != n){

int min = 1000, d, index;

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

d = abs(RQ[i] - initial);

if (min > d){

min = d;

index = i;

}

}

TotalHeadMoment = TotalHeadMoment + min;

initial = RQ[index];

RQ[index] = 1000;

count++;

}

printf("Total head movement is %d \n", TotalHeadMoment);

return 0;

}