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Q 9. Write a program to implement non-preemptive priority based scheduling algorithm?

Answer

```
#include<stdio.h>
```

```
int main()  
{
```

```
    int bt[20],p[20],wt[20],tat[20],pr[20],i,j,n,total=0,pos,temp;  
    float avg_wt,avg_tat;
```

```
    printf("\nEnter total number of process: ");  
    scanf("%d",&n);
```

```
    printf("\nEnter Burst time and priority: \n");  
    for(i=0;i<n;i++)  
    {
```

```
        printf("\nProcess %d ->", i+1);  
        printf("Burst time: ");
```

```
scanf("%d", &bt[i]);  
printf("Priority: ");  
scanf("%d", &pr[i]);  
p[i] = i+1;  
}
```

```
for(i=0; i<n; i++)  
{  
    pos=i;  
    for(j=i+1; j<n; j++)  
    {  
        if(pr[j]<pr[pos])  
            pos = j;  
    }
```

```
    temp = pr[i];  
    pr[i] = pr[pos];  
    pr[pos] = temp;
```

```
    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 \tBurst Time \t Wating Time \tTurn Around
Time");
    for(i=0;i<n;i++)
    {
        tat[i] = bt[i] + wt[i];
        total += tat[i];
        printf("\nP: %d \t\t%d \t\t\t\t%d \t\t\t\t\t",
p[i],bt[i],wt[i],tat[i]);
    }

    avg_tat = (float)total/n;

    printf("\n\nAverage wating time: %f",avg_wt);
    printf("\n\nAverage trun around time: %f\n",avg_tat);
    return 0;
}

```

Output:-

```

gautam@gautam:~/Desktop/os$ gcc -o a program11.c
gautam@gautam:~/Desktop/os$ ./a

Enter total number of process: 3

Enter Burst time and priority:

Process 1 ->Burst time: 2
Priority: 1

Process 2 ->Burst time: 4
Priority: 2

Process 3 ->Burst time: 3
Priority: 3

Process      Burst Time      Wating Time      Turn Around Time
P: 1          2                0                2
P: 2          4                4                8
P: 3          3                6                9

Average wating time: 3.333333
Average trun around time: 6.333333

```

Q 10. Write a program to implement preemptive priority based scheduling algorithm?

Answer

```
#include<stdio.h>
```

```
int main()
```

```
{
```

```
    int i,j,n,time,sum_wait=0,sum_turnaround=0,smallest;
```

```
    int at[10],bt[10],pt[10],rt[10],remain;
```

```
    printf("\nEnter number of processes: ");
```

```
    scanf("%d", &n);
```

```
    remain = n;
```

```
    printf("\nEnter arrival time, burst time and priority for: \n");
```

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

```
    {
```

```
        printf("\nProcess %d: ",i+1);
```

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

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

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

```
        rt[i] = bt[i];
```

```
    }
```

```
    pt[9] = 11;
```

```
    printf("\n\nProcess \t|TurnAround time |Waiting time\n");
```

```
    for(time=0; remain != 0; time++)
```

```
    {
```

```
        smallest = 9;
```

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

```
        {
```

```

        if(at[i] <= time && pt[i] <pt[smallest] && rt[i] >0)
        {
            smallest = i;
        }
    }

    rt[smallest]--;
    if(rt[smallest] == 0)
    {
        remain--;
        printf("\nP: %d \t\t %d \t\t %d\n", smallest+1,
time+1-at[smallest], time+1-at[smallest]-bt[smallest]);
        sum_wait+=time+1-at[smallest];
        sum_turnaround+=time+1-at[smallest]-bt[smallest];
    }
}

printf("\nAverage waiting time: %f",sum_wait*1.0/n);
printf("\n\nAverage Trun Around Time: %f\n",sum_turnaround*1.0/n);
return 0;
}

```

Output:-

```

gautam@gautam:~/Desktop/os$ gcc -o a program10.c
gautam@gautam:~/Desktop/os$ ./a

Enter number of processes: 4
Enter arrival time, burst time and priority for:
Process 1: 0 4 1
Process 2: 1 3 2
Process 3: 4 5 3
Process 4: 6 3 4

Process          |TurnAround time |Waiting time
P: 1      |          4          |          0
P: 2      |          6          |          3
P: 3      |          8          |          3
P: 4      |          9          |          6

Average waiting time: 6.750000
Average Trun Around Time: 3.000000

```