

Q write a program in c to implement

1.) First come First serve scheduling

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

```
int main() {
```

```
    int n, bt[20], wt[20], tat[20], arwt=0, awtat=0, i, j;
```

```
    printf("Enter total number of processes: ");
```

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

```
    printf("\n Enter Process Burst time");
```

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

```
{
```

```
        printf("P [%d]: ", i+1);
```

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

```
}
```

```
    wt[0] = 0;
```

```
    for(i=1; i<n; i++)
```

```
{
```

```
        wt[i] = 0;
```

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

```
            wt[i] += bt[j];
```

```
}
```

```
    printf("\n Process\t Burst Time\t waiting Time\t Turn around Time");
```

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

```
{
```

```
        tat[i] = bt[i] + wt[i];
```

```
        arwt += wt[i];
```

```
        awtat += tat[i];
```

```
        printf("\n P [%d] \t %d \t %d \t %d", i+1, bt[i], wt[i], tat[i]);
```

```
}
```

```

    awt += i;
    atot += i;
    printf("\n Average Waiting Time : %.d", awt);
    printf("\n Average Turnaround Time : %.d", atot);
    return 0;
}

```

Output:- Enter total number of processes : 3
 Enter Process Burst Time
 P[1] : 33
 P[2] : 2
 P[3] : 1

Process	Burst Time	waiting Time	Turnaround Time
P[1]	33	0	33
P[2]	2	33	35
P[3]	1	35	36

Average waiting Time : 22
 Average Turnaround Time : 34

2) Shortest Job First Scheduling

```

#include <stdio.h>
int main()
{
    int bt[20], p[20], wt[20], tat[20], i, j, n, total = 0;
    int 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 ("n Process Burst Time Waiting Time Turnaround Time");

    for (i=0; i<n; i++)
    {
        tat[i] = bt[i] + wt[i];
        total += tat[i];
        printf ("n p %d tt %d wt %d tat %d", p[i], bt[i], wt[i], tat[i]);

    }
    avg_tat = (float) total/n;
    printf ("n Average Waiting Time = %.f", avg_wt);
    printf ("n Average Turnaround Time = %.f n", avg_tat);
    return 0;
}

```

Output:- Enter number of process : 5

Enter Burst Time:

p₁ : 4

p₂ : 3

p₃ : 7

p₄ : 1

p₅ : 2

Process	Burst Time	Waiting Time	Turnaround Time
p ₄	1	0	1
p ₅	2	1	3
p ₂	3	3	6
p ₁	4	6	10
p ₃	7	10	17

Average waiting Time = 4.000000
Average Turnaround Time = 7.400000

3) Priority scheduling

```
#include <stdio.h>
int main() {
    int x, n, p[10], pp[10], pt[10], w[10], t[10], awt, atat, i;
    printf("Enter the number of process:");
    scanf("%d", &n);
    printf("\n Enter process: \n");
    for(i=0; i<n; i++)
    {
        printf("Enter process no. of %d?", i+1);
        scanf("%d", &pt[i], &pp[i]);
        p[i] = i+1;
    }
    for(i=0; i<n-1; i++)
    {
        for(int j=i+1; j<n; j++)
        {
            if(pp[i] < pp[j])
            {
                x = pp[i];
                pp[i] = pp[j];
                pp[j] = x;
                x = pt[i];
                pt[i] = pt[j];
                pt[j] = x;
                x = p[i];
                p[i] = p[j];
            }
        }
    }
}
```

```

    p[j] = x;
}
}
}
w[0] = 0;
awt = 0;
t[0] = pt[0];
atat = t[0];
for (i=1; i<n; i++)
{
    w[i] = t[i-1];
    awt += w[i];
    t[i] = w[i] + pt[i];
    atat = t[i];
}
printf("\n\n Job |t| Burst Time |t| waiting time |t| Turn  
Time Priority |n");

for (i=0; i<n; i++)
{
    printf("\n %d |t|t %d |t|t %d |t|t %d |n", p[
    p[i], w[i], t[i], pp[

awt /= n;
atat /= n;
printf("\n Average waiting Time: %d |n", awt);
printf("\n Average Turn Around Time: %d |n", atat);
return 0;
}

```

Output:- Enter the number of process: 4

Enter process:

Process no. 1 1 3

1

Process no 2: 4

2

Process no. 3: 5

3

Process no 4: 6

4

Job	Burst Time	waiting Time	Turnaround Time	Priority
4	6	0	6	4
3	5	6	11	3
2	4	11	15	2
1	3	15	18	1

Average waiting Time: 8

Average Turn Around Time: 12

4.) Round Robin Scheduling

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

```
int main() {
```

```
    int i; limit, total = 0, x, counter = 0;
```

```
    int time_quantum;
```

```
    int wait_timing = 0, turnaround_time = 0;
```

```
    int arrival_time[10], burst_time[10], temp[10];
```

```
    float average_waiting_time, average_turnaround_time;
```

```
    printf("Enter total no. of processes : ");
```

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

```
    x = limit;
```

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

```
{
```

Page No.:

```

printf("\n Enter details of process [%d]", i+1);
printf("Arrival Time: t");
scanf("%d", &arrival-time[i]);
printf("Burst Time: t");
scanf("%d", &burst-time[i]);
temp[i] = burst-time[i];
}
printf("\n Enter Time quantum: t");
scanf("%d", &time-quantum);
printf("\n Process ID + Burst Time + Turnaround Time +
waiting Time \n");

```

```

for (total = 0; i = 0; x = 0)
{
    if (temp[i] <= time-quantum & temp[i] > 0)
    {
        total = total + temp[i];
        temp[i] = 0;
        counter = 1;
    }
    else if (temp[i] > 0)
    {
        temp[i] = temp[i] - time-quantum;
        total = total + time-quantum;
    }
    if (temp[i] == 0 & counter = 1)
    {

```

```

        x--;
        printf("\n Process [%d] + %d + %d + %d", (i+1), burst-time
        - arrival-time[i], total arrival-time-
        time[i]);

```

```

wait-time = wait-time + total - arrival-time - burst-time

```



```

turnar-time = turnar-time + total - arrival-time[i];
counter = 0;
}
if (i == limit - 1)
{
    i = 0;
}
elseif (arrival-time[i+1] <= total)
{
else if i++;
}
else
{
    i = 0;
}
}
}
average-wait-time = wait-time * 1.0 / limit;
average-turnar-time = turnar-time * 1.0 / limit;
printf("\n Average waiting Time: %.f", average-wait-time);
printf("\n Average Turnaround Time: %.f", average-turnar-time);
return 0;
}

```

Output:- Enter Total no. of process: 4
 Enter details of process [1]
 Arrival Time: 0
 Burst Time: 4

Enter details of process [2]
 Arrival Time: 1
 Burst Time: 7

Enter details of Process [3]

Arrival Time : 2

Burst Time : 5

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 [3]	5	16	11
Process [4]	6	19	12
Process [2]	7	21	14

Average waiting Time : 11.500000

Average Turnaround Time : 17.000000