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CODE :

```
#include <bits/stdc++.h>
using namespace std;

struct Process {
    int id, at, bt, prio, ct, tat, wt, rt, remaining;
};

void printTable(vector<Process> p) {
    cout << "\nPID\tAT\tBT\tPR\tCT\tTAT\tWT";
    for (auto &x : p)
        cout << "\nP" << x.id << "\t" << x.at << "\t" << x.bt << "\t" << x.prio
            << "\t" << x.ct << "\t" << x.tat << "\t" << x.wt;
    cout << endl;
}

// ----- FCFS -----
void fcfs(vector<Process> p) {
    sort(p.begin(), p.end(), [] (auto &a, auto &b){ return a.at < b.at; });
    int time = 0;
    for (auto &x : p) {
```

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    time = max(time, x.at) + x.bt;

    x.ct = time;

    x.tat = x.ct - x.at;

    x.wt = x.tat - x.bt;

}

cout << "\n--- FCFS Scheduling ---";

printTable(p);

}

```

```

// ----- SJF (Preemptive) -----
void sjf(vector<Process> p){

    int n = p.size(), done = 0, time = 0;

    for (auto &x : p) x.remaining = x.bt;

    while (done < n) {

        int idx = -1, mn = 1e9;

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

            if (p[i].at <= time && p[i].remaining > 0 && p[i].remaining < mn)

                mn = p[i].remaining, idx = i;

        if (idx == -1) { time++; continue; }

        p[idx].remaining--; time++;

        if (p[idx].remaining == 0) {

            done++;

            p[idx].ct = time;

            p[idx].tat = p[idx].ct - p[idx].at;

            p[idx].wt = p[idx].tat - p[idx].bt;

        }
    }
}

```

```

}

cout << "\n--- SJF (Preemptive) Scheduling ---";

printTable(p);

}

// ----- Priority (Non-Preemptive) -----

void priorityNP(vector<Process> p) {

    int n = p.size(), time = 0, done = 0;

    vector<bool> vis(n, false);

    while (done < n) {

        int idx = -1, pr = 1e9;

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

            if (!vis[i] && p[i].at <= time && p[i].prio < pr)

                pr = p[i].prio, idx = i;

            if (idx == -1) { time++; continue; }

            time += p[idx].bt;

            p[idx].ct = time;

            p[idx].tat = p[idx].ct - p[idx].at;

            p[idx].wt = p[idx].tat - p[idx].bt;

            vis[idx] = true; done++;

        }

        cout << "\n--- Priority (Non-Preemptive) Scheduling ---";

        printTable(p);

    }

    // ----- Round Robin (Preemptive) -----
}

```

```

void roundRobin(vector<Process> p, int q) {
    int n = p.size(), time = 0;
    queue<int> rq;
    vector<bool> inq(n, false);
    for (auto &x : p) x.remaining = x.bt;
    sort(p.begin(), p.end(), [](auto &a, auto &b){ return a.at < b.at; });
    rq.push(0); inq[0] = true;
    while (!rq.empty()) {
        int i = rq.front(); rq.pop(); inq[i]=false;
        if (p[i].at > time) time = p[i].at;
        int exec = min(q, p[i].remaining);
        p[i].remaining -= exec; time += exec;
        for (int j=0;j<n;j++)
            if (!inq[j] && p[j].at <= time && p[j].remaining>0)
                rq.push(j), inq[j]=true;
        if (p[i].remaining>0) rq.push(i), inq[i]=true;
        else { p[i].ct = time; p[i].tat = p[i].ct - p[i].at; p[i].wt = p[i].tat - p[i].bt; }
    }
}

```

```

// ----- MAIN -----
int main() {
    int n;
    cout << "Enter number of processes: ";

```

```

cin >> n;

vector<Process> p(n);

cout << "Enter AT BT Priority for each process:\n";

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

    p[i].id=i+1;

    cin >> p[i].at >> p[i].bt >> p[i].prio;

}

fcfs(p);

sjf(p);

priorityNP(p);

roundRobin(p,2);

}

```

OUTPUT:

--- FCFS Scheduling ---

PID	AT	BT	PR	CT	TAT	WT
P1	0	5	2	5	5	0
P2	1	3	1	8	7	4
P3	2	8	4	16	14	6
P4	3	6	3	22	19	13

--- SJF (Preemptive) Scheduling ---

PID	AT	BT	PR	CT	TAT	WT
P1	0	5	2	5	5	0
P2	1	3	1	8	7	4

P3	2	8	4	21	19	11
----	---	---	---	----	----	----

P4	3	6	3	27	24	18
----	---	---	---	----	----	----

--- Priority (Non-Preemptive) Scheduling ---

PID	AT	BT	PR	CT	TAT	WT
P2	1	3	1	4	3	0
P1	0	5	2	9	9	4
P4	3	6	3	15	12	6
P3	2	8	4	23	21	13

--- Round Robin (q=2) Scheduling ---

PID	AT	BT	PR	CT	TAT	WT
P1	0	5	2	17	17	12
P2	1	3	1	9	8	5
P3	2	8	4	25	23	15
P4	3	6	3	21	18	12