**Assignment no. 3**

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Implement the C program for CPU Scheduling Algorithms:

1. Shortest Job First (Preemptive) and 2. Round Robin with different arrival time.

Also demonstrate zombie and orphan states.

1. Shortest Job First (Preemptive)

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| // rollno T21287//  #include <stdio.h> int main()  {  int arrival\_time[10], burst\_time[10], temp[10]; int i, smallest, count = 0, time, limit; double wait\_time = 0, turnaround\_time = 0, end; float average\_waiting\_time, average\_turnaround\_time;  printf("\nEnter the Total Number of Processes:\t"); scanf("%d", &limit);  printf("\nEnter Details of %d Processesn", limit);  for(i = 0; i < limit; i++)  { printf("\nEnter Arrival Time:\t"); scanf("%d", &arrival\_time[i]); printf("Enter Burst Time:\t"); scanf("%d", &burst\_time[i]); temp[i] = burst\_time[i];  }  burst\_time[9] = 9999;  for(time = 0; count != limit; time++)  { smallest = 9; for(i = 0; i < limit; i++)  { if(arrival\_time[i] <= time && burst\_time[i] < burs t\_time[smallest] && burst\_time[i] > 0)  { smallest = i;  } }  burst\_time[smallest]--; if(burst\_time[smallest] == 0)  { |
| count++; end = time + 1; wait\_time = wait\_time + end arrival\_time[smallest]- temp[smallest]; turnaround\_time = turnaround\_time + end arrival\_time[smallest];  } } average\_waiting\_time = wait\_time / limit; average\_turnaround\_time = turnaround\_time / limit;  printf("\n\nAverage Waiting Time:\t%lf\n", average\_waiting\_tim e); printf("Average Turnaround Time:\t%lf\n", average\_turnaround\_t ime);  return 0;  } |

# OUTPUT:-



# Round Robin

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| #include <stdio.h>    int main()  { int i, total = 0, x, limit, counter = 0, t\_quantum; int wait\_time = 0, turnaround\_time = 0, arrival\_time[10], burst\_t ime[10], temp[10];  float average\_wait\_time, average\_turnaround\_time;  printf("\nEnter Total Number of Processes: "); scanf("%d", &limit); x = limit;  for (i = 0; i < limit; i++)  { printf("\nProvide the details for Process[%d]\n", 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("\nEnter Time Quantum:\t"); scanf("%d", &t\_quantum);    printf("\nProcess ID\t\tBurst Time\t Turnaround Time\t Waiting Ti me\n"); for (total = 0, i = 0; x != 0;)  { if (temp[i] <= t\_quantum && temp[i] > 0) |

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| { total = total + temp[i]; temp[i] = 0; counter = 1;  }  else if (temp[i] > 0)  { temp[i] = temp[i] - t\_quantum; total = total + t\_quantum;  } if (temp[i] == 0 && counter == 1)  { x--;  printf("\nProcess[%d]\t\t%d\t\t %d\t\t\t %d", i + 1, burst\_ time[i], total - arrival\_time[i], total - arrival\_time[i] burst\_time[i]);  wait\_time = wait\_time + total - arrival\_time[i] burst\_time[i];  turnaround\_time = turnaround\_time + total arrival\_time[i]; counter = 0;  } if (i == limit - 1)  {  i = 0;  } else if (arrival\_time[i + 1] <= total)  { i++; } else {  i = 0;  }  } average\_wait\_time = wait\_time \*1.0 / limit; average\_turnaround\_time = turnaround\_time \*1.0 / limit; |
| printf("\n\nAverage Waiting Time:\t%f", average\_wait\_time); printf("\nAvg Turnaround Time:\t%f\n", average\_turnaround\_time);  return 0;  } |

**OUTPUT:-**

