

**NAME: Kaustubh Gajanan Indulkar**  
**TE-IT-A 25027**

# ASSIGNMENT 3

## //Shortest Job First (Preemptive)

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

struct Process
{
    int pid;
    int at;
    int bt;
    int ct, tt, wt, rt, st;
};

int main()
{
    int size = 0;
    printf("Enter number of processes: ");
    scanf("%d", &size);
    struct Process ps[size];

    printf("\nEnter process Details: \n");
    for (int i = 0; i < size; ++i)
    {
        printf("Enter %dth process details: \n", i + 1);
        ps[i].pid = i + 1;

        printf("\tEnter Arrival Time: ");
        scanf("%d", &ps[i].at);

        printf("\tEnter Burst Time: ");
        scanf("%d", &ps[i].bt);
    }
    int n = size;
    int completed = 0;
    int currentTime = 0;
    int burstTimeR[4];
    bool iscompleted[4] = {false};
```

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```
float avgWT = 0, avgTT = 0, avgRT = 0;

for (int i = 0; i < n; i++)
{
    burstTimeR[i] = ps[i].bt;
}

while (completed != n)
{
    int minimum = 99999;
    int minil = -1;
    for (int i = 0; i < n; i++)
    {
        if ((ps[i].at <= currentTime) && (iscompleted[i] == false))
        {
            if (burstTimeR[i] < minimum)
            {
                minimum = burstTimeR[i];
                minil = i;
            }
            if (burstTimeR[i] == minimum)
            {
                if (ps[i].at < ps[minil].at)
                {
                    minimum = burstTimeR[i];
                    minil = i;
                }
            }
        }
    }

    if (minil == -1)
    {
        currentTime++;
    }
    else
    {
        if (burstTimeR[minil] == ps[minil].bt)
        {
            ps[minil].st = currentTime;
        }
    }
}
```

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```
        burstTimeR[mini] -= 1;
        currentTime++;

        if (burstTimeR[mini] == 0)

{

        ps[mini].ct = currentTime;
        ps[mini].tt = ps[mini].ct - ps[mini].at;
        ps[mini].wt = ps[mini].tt - ps[mini].bt;
        ps[mini].rt = ps[mini].st - ps[mini].at;

        avgWT += ps[mini].wt;
        avgTT += ps[mini].tt;
        avgRT += ps[mini].rt;

        completed++;
        iscompleted[mini] = true;
    }
}

printf("\n\n=====
=====\\n");
    printf("PID \\t AT \\t BT \\t CT \\t TAT \\t WT \\t RT \\t\\n");
    for (int i = 0; i < n; i++)
    {

        printf("%d \\t %d \\t %d \\t %d \\t %d \\t %d \\t %d \\t\\n", ps[i].pid, ps[i].at, ps[i].bt,
ps[i].ct, ps[i].tt, ps[i].wt, ps[i].rt);
    }

printf("\n\n=====
=====\\n");

    printf("\\n\\n AVG WT: %f", avgWT / n);
    printf("\\n\\n AVG TAT: %f", avgTT / n);
    printf("\\n\\n AVG RT: %f", avgRT / n);

printf("\\n\\n=====
=====\\n");
}
```

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```
ubuntu@ubuntu:~$ cd Desktop
ubuntu@ubuntu:~/Desktop$ gcc 270Sass3sjf.c
ubuntu@ubuntu:~/Desktop$ ./a.out
Enter number of processes: 2
```

```
Enter process Details:
Enter 1th process details:
    Enter Arrival Time: 2
    Enter Burst Time: 5
Enter 2th process details:
    Enter Arrival Time: 1
    Enter Burst Time: 6
```

```
=====
PID      AT      BT      CT      TAT      WT      RT
1         2        5      12       10        5        5
2         1        6        7        6        0        0
=====
```

```
=====
AVG WT: 2.500000
AVG TAT: 8.000000
AVG RT: 2.500000
=====
```

## ##Round Robin

```
#include <stdio.h>
// #include <limits.h>
#include <stdbool.h>
#include <stdlib.h> //for qsort
```

```
struct process_struct
{
    int pid;
    int at;
    int bt;
    int ct, wt, tat, rt, start_time;
    int bt_remaining;
} ps[100];
```

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```
int findmax(int a, int b)
{
    return a > b ? a : b;
}
```

```
int comparatorAT(const void *a, const void *b)
{
    int x = ((struct process_struct *)a)->at;
    int y = ((struct process_struct *)b)->at;
    if (x < y)
        return -1;
    else if (x >= y)
        return 1;
}
```

```
int comparatorPID(const void *a, const void *b)
{
    int x = ((struct process_struct *)a)->pid;
    int y = ((struct process_struct *)b)->pid;
    if (x < y)
        return -1;
    else if (x >= y)
        return 1;
}
```

```
int main()
{
    int n, index;
    int cpu_utilization;
    bool visited[100] = {false}, is_first_process = true;
    int current_time = 0, max_completion_time;
    int completed = 0, tq, total_idle_time = 0, length_cycle;
    printf("Enter total number of processes: ");
    scanf("%d", &n);
    int queue[100], front = -1, rear = -1;
    float sum_tat = 0, sum_wt = 0, sum_rt = 0;

    printf("\nEnter process Details: \n");
    for (int i = 0; i < n; ++i)
    {
        printf("Enter %dth process details: \n", i + 1);
        ps[i].pid = i + 1;

        printf("\tEnter Arrival Time: ");
```

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```
        scanf("%d", &ps[i].at);
        ps[i].pid = i;

        printf("\nEnter Burst Time: ");
        scanf("%d", &ps[i].bt);
        ps[i].bt_remaining = ps[i].bt;
    }
    printf("\nEnter time quanta: ");
    scanf("%d", &tq);
    qsort((void *)ps, n, sizeof(struct process_struct), comparatorAT);
    front = rear = 0;
    queue[rear] = 0;
    visited[0] = true;

    while (completed != n)
    {
        index = queue[front];
        front++;

        if (ps[index].bt_remaining == ps[index].bt)
        {
            ps[index].start_time = findmax(current_time, ps[index].at);
            total_idle_time += (is_first_process == true) ? 0 : ps[index].start_time - current_time;
            current_time = ps[index].start_time;
            is_first_process = false;
        }

        if (ps[index].bt_remaining - tq > 0)
        {
            ps[index].bt_remaining -= tq;
            current_time += tq;
        }
        else
        {
            current_time += ps[index].bt_remaining;
            ps[index].bt_remaining = 0;
            completed++;

            ps[index].ct = current_time;
            ps[index].tat = ps[index].ct - ps[index].at;
            ps[index].wt = ps[index].tat - ps[index].bt;
            ps[index].rt = ps[index].start_time - ps[index].at;

            sum_tat += ps[index].tat;
            sum_wt += ps[index].wt;
        }
    }
}
```

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```
    sum_rt += ps[index].rt;
}
for (int i = 1; i < n; i++)
{
    if (ps[i].bt_remaining > 0 && ps[i].at <= current_time && visited[i] == false)
    {
        queue[++rear] = i;
        visited[i] = true;
    }
}
if (ps[index].bt_remaining > 0)
    queue[++rear] = index;
if (front > rear)
{
    for (int i = 1; i < n; i++)
    {
        if (ps[i].bt_remaining > 0)
        {
            queue[rear++] = i;
            visited[i] = true;
            break;
        }
    }
}
}
max_completion_time = 1e-9;
for (int i = 0; i < n; i++)
    max_completion_time = findmax(max_completion_time, ps[i].ct);
length_cycle = max_completion_time - ps[0].at;
cpu_utilization = (float)(length_cycle - total_idle_time) / length_cycle;
qsort((void *)ps, n, sizeof(struct process_struct), comparatorPID);

printf("\n\n=====
=====\\n");
printf("\\nProcess No.\\tAT\\tBT\\tStart Time\\tCT\\tTAT\\tWT\\tRT\\n");
for (int i = 0; i < n; i++)
    printf("%d\\t\\t%d\\t\\t%d\\t\\t%d\\t\\t%d\\t\\t%d\\t\\t%d\\n",i+1, ps[i].at, ps[i].bt, ps[i].start_time,
ps[i].ct, ps[i].tat, ps[i].wt, ps[i].rt);
printf("\\n");

printf("\\n\\n=====
=====\\n");
printf("\\nAverage Turn Around time= %.2f", (float)sum_tat / n);
printf("\\nAverage Waiting Time= %.2f", (float)sum_wt / n);
printf("\\nAverage Response Time= %.2f\\n", (float)sum_rt / n);
```

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```
return 0;  
}
```

```
ubuntu@ubuntu:~/Desktop$ gcc 270Sass3rr.c  
ubuntu@ubuntu:~/Desktop$ ./a.out  
Enter total number of processes: 2  
  
Enter process Details:  
Enter 1th process details:  
    Enter Arrival Time: 4  
    Enter Burst Time: 6  
Enter 2th process details:  
    Enter Arrival Time: 3  
    Enter Burst Time: 7  
  
Enter time quanta: 2  
  
=====
```

Process No.	AT	BT	Start Time	CT	TAT	WT	RT
1	4	6	5	15	11	5	1
2	3	7	3	16	13	6	0

```
=====
```

Average Turn Around time= 12.00  
Average Waiting Time= 5.50  
Average Response Time= 0.50