

```
>Welcome C q1.c C q1e.c X
C q1e.c > main()
1  /*
2  Menu driven program to simulate:
3  1) FCFS
4  2) SRTF
5  3) Round Robin (Q = 10)
6  4) Non-preemptive Priority
7  Calculate WT, TAT and averages.
8 */
9
10 #include <stdio.h>
11 #include <limits.h>
12
13 #define N 4
14
15 int main() {
16
17     int pid[N] = {1,2,3,4};
18     int at[N] = {0,3,4,9};
19     int bt[N] = {60,30,40,10};
20     int pr[N] = {3,2,1,4};
21
22     int ct[N], wt[N], tat[N], rt[N];
23     int i, choice;
24
25     printf("1.FCFS\n2.SRTF\n3.Round Robin\n");
26     scanf("%d",&choice);
27
28     //FCFS
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORT

1. FCFS

2. SRIF

3. Round Robin 4 Priority

Enter choice: 2

PID	AT	BT	CT	TAT	WT
P1	0	60	140	140	80
P2	3	30	43	40	10
P3	4	40	83	79	39
P4	9	10	19	10	0

Average Waiting Time = 32.25

Average Turnaround Time = 67.25

```
[1] + Done "/usr/bin/gdb" --interpreter=mi --tty=${DbgTerm} 0<"/tmp/Microsoft-MIEngine-In-e3vu4zae.v51" 1>"/tmp/Microsoft-MIEngine-Out-5avw2iky.hfy"
```

• 4ITA2@debian:~/krtin_240911550/Lab5\$ date

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File Edit Selection View Go Run ... ← → Q Lab5 00 00 00 - 0 X

q1e.c q2.c ×

C q2.c > Process

```
1  /* Question: Simulate MFQ scheduling with 3 queues:
2  Q0 (RR, TQ=8), Q1 (RR, TQ=16), and Q2 (FCFS).
3  Processes move to lower priority queues if they exceed the quantum.
4  */
5
6 #include <stdio.h>
7
8 struct Process {
9     int id, burst, remaining, wait, turnaround;
10};
11
12 int main() {
13     int n, i, time = 0;
14     struct Process p[10];
15     printf("Enter number of processes: ");
16     scanf("%d", &n);
17
18     for(i = 0; i < n; i++) {
19         p[i].id = i + 1;
20         printf("Enter burst time for P%d: ", p[i].id);
21         scanf("%d", &p[i].burst);
22         p[i].remaining = p[i].burst;
23     }
24
25     printf("\n--- Gantt Chart ---\n");
26
27     // Queue 0: RR with TQ = 8
28     for(i = 0; i < n; i++) {
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

Enter burst time for P4: 10

--- Gantt Chart ---

0 -> [P1] -> 8 -> [P2] -> 16 -> [P3] -> 24 -> [P4] -> 32 -> [P1] -> 48 -> [P2] -> 64 -> [P3] -> 80 -> [P4] -> 82 -> [P1] -> 118 -> [P2] -> 124 -> [P3] -> 140

PID	Burst	Waiting	Turnaround
P1	60	58	118
P2	30	94	124
P3	40	100	140
P4	10	130	140

Avg Waiting Time: 95.50

Avg Turnaround Time: 130.50

[1] + Done "/usr/bin/gdb" --interpreter=mi --tty=\${DbgTerm} 0<"/tmp/Microsoft-MIEngine-In-c5riqfr0.h5u" 1>"/tmp/Microsoft-MIEngine-Out-iqucmz2x.dpb"

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C/C++: ...
cppdbg: q1
cppdbg: q1e
cppdbg: q2

