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**Subject:** OS Lab

### **SJF: Shortest Job First**

**Code:**

```
#include <stdio.h>
#include <limits.h> // For INT_MAX to represent a large number

#define MAX_PROCESSES 10 // Define the maximum number of processes
supported

int main() {
    // Arrays to store arrival times, burst times, and temporary burst
    times
    int arrival_time[MAX_PROCESSES], burst_time[MAX_PROCESSES],
    temp[MAX_PROCESSES];
    int remaining_time[MAX_PROCESSES]; // Array to track the remaining
    burst times for each process
    int completion_time[MAX_PROCESSES], waiting_time[MAX_PROCESSES],
    turnaround_time[MAX_PROCESSES];
    int i, smallest, count = 0, time, limit;
    int total_wait_time = 0, total_turnaround_time = 0;
    float average_waiting_time, average_turnaround_time;

    // Prompt the user to enter the number of processes
    printf("\nEnter the Total Number of Processes (max %d):\t",
    MAX_PROCESSES);
    scanf("%d", &limit);

    // Check if the number of processes exceeds the maximum allowed
    if (limit > MAX_PROCESSES) {
        printf("Number of processes cannot exceed %d\n", MAX_PROCESSES);
        return 1;
    }

    // Read the arrival and burst times for each process
    printf("\nEnter Details of %d Processes\n", limit);
    for(i = 0; i < limit; i++) {
        printf("\nProcess %d:\n", i + 1);
        printf("Enter Arrival Time:\t");
        scanf("%d", &arrival_time[i]);
        printf("Enter Burst Time:\t");
        scanf("%d", &burst_time[i]);
        remaining_time[i] = burst_time[i]; // Initialize remaining time
        with the burst time
        temp[i] = burst_time[i]; // Store the original burst time for
        later calculations
    }

    int completed[MAX_PROCESSES] = {0}; // Array to keep track of which
    processes have been completed

    // Main loop to simulate time and schedule processes
    for(time = 0; count != limit; time++) {
        smallest = -1; // Initialize smallest as -1 to indicate no
        process selected yet
```

```

        // Find the process with the smallest remaining burst time that
        has arrived and is not yet completed
        for(i = 0; i < limit; i++) {
            if (arrival_time[i] <= time && !completed[i]) {
                if (smallest == -1 || remaining_time[i] <
remaining_time[smallest]) {
                    smallest = i; // Update smallest to the current
process with the shortest remaining time
                }
            }
        }

        if (smallest != -1) {
            remaining_time[smallest]--; // Execute the selected process
for one unit of time
            if (remaining_time[smallest] == 0) {
                // Process is completed
                count++;
                completed[smallest] = 1; // Mark the process as completed
                completion_time[smallest] = time + 1; // Calculate
completion time of the process
                waiting_time[smallest] = completion_time[smallest] -
arrival_time[smallest] - temp[smallest];
                turnaround_time[smallest] = completion_time[smallest] -
arrival_time[smallest];
                total_wait_time += waiting_time[smallest]; // Accumulate
total waiting time
                total_turnaround_time += turnaround_time[smallest]; //
Accumulate total turnaround time
            }
        }

        // Calculate average waiting time and turnaround time
        average_waiting_time = (float)total_wait_time / limit;
        average_turnaround_time = (float)total_turnaround_time / limit;

        // Print the process details including arrival time, burst time,
        completion time, waiting time, and turnaround time
        printf("\nProcess No\tAT\tBT\tCT\tTAT\tWT\n");
        for(i = 0; i < limit; i++) {
            printf("%d\t\t%d\t%d\t%d\t%d\t%d\n", i + 1, arrival_time[i],
temp[i], completion_time[i], turnaround_time[i], waiting_time[i]);
        }

        // Print the average waiting time and average turnaround time
        printf("\nAverage Waiting Time:\t%f", average_waiting_time);
        printf("\nAverage Turnaround Time:\t%f\n", average_turnaround_time);

        return 0;
    }

```

## Output:

```
pl-17@pl17-OptiPlex-3020:~$ cd Kushal_Files
pl-17@pl17-OptiPlex-3020:~/Kushal_Files$ g++ sjf_p1.cpp -o sjf.out
pl-17@pl17-OptiPlex-3020:~/Kushal_Files$ ./sjf.out
```

Enter the Total Number of Processes (max 10): 4

Enter Details of 4 Processes

Process 1:

Enter Arrival Time: 1

Enter Burst Time: 3

Process 2:

Enter Arrival Time: 2

Enter Burst Time: 4

Process 3:

Enter Arrival Time: 1

Enter Burst Time: 2

Process 4:

Enter Arrival Time: 4

Enter Burst Time: 4

Process No	AT	BT	CT	TAT	WT
1	1	3	6	5	2
2	2	4	10	8	4
3	1	2	3	2	0
4	4	4	14	10	6

Average Waiting Time: 3.000000

Average Turnaround Time: 6.250000