

LAB No: 2

ROUND ROBIN AND PRIORITY BASED

NAME:LAIBA NADEEM

ROLL NO:DT-22028

COURSE:OPERATING SYSTEM

COURSE CODE:CT-353

LAB#02

Objective: Write a C program to simulate the following CPU scheduling algorithms to find turnaround

time and waiting time for the above problem.

a) Round Robin b) Priority

EXERCISE:

a) **OUTPUT:**

Round Robin Scheduling:

Process	Burst Time	Waiting Time	Turnaround Time
P1	10	13	23
P2	5	10	15
P3	8	13	21

Average Waiting Time: 12.00

Average Turnaround Time: 19.67

=== Code Execution Successful ===

b) OUTPUT:

Priority Scheduling:

Process	Burst Time	Priority	Waiting Time	Turnaround Time
P2	1	1	0	1
P5	5	2	1	6
P1	10	3	6	16
P3	2	4	16	18
P4	1	5	18	19

Average Waiting Time: 8.20

Average Turnaround Time: 12.00

=== Code Execution Successful ===

QUESTION 5:

Round Robin Scheduling:

PROCESS	BURST TIME	WAITING TIME	TURNAROUND TIME
P0	2	0	2
P1	4	5	9
P2	6	6	12

Average Waiting Time: 3.67

Average Turnaround Time: 7.67

Priority Scheduling:

PROCESS	PRIORITY	BURST TIME	WAITING TIME	TURNAROUND TIME
P1	1	4	0	4
P2	2	6	4	10
P0	3	2	10	12

Average Waiting Time: 4.67

Average Turnaround Time: 8.67

=== Code Execution Successful ===

OBSERVATION:

Round Robin (RR) (Quantum = 3):

- Processes are executed cyclically with equal CPU time slices.
- **Result:**
 - Balanced waiting times for all processes, ensuring fairness.
 - Higher average turnaround time compared to SJF due to context switching.

Priority Scheduling:

- Executes based on priority, with lower numerical values indicating higher priority.
- **Result:**
 - P1 (highest priority) completed first, minimizing its waiting time.
 - Starvation risk for lower-priority processes if longer.