

Scanned PDF

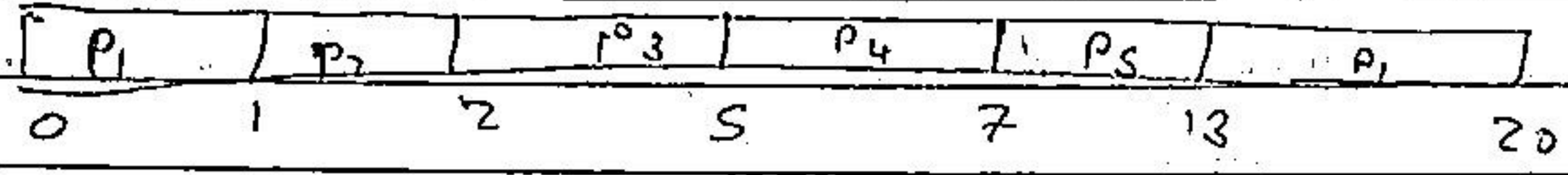
Q3

Process	priority	Finish time	TAT	WT
P <sub>1</sub>	0	2	2	0
P <sub>2</sub>	1	3	3	1
P <sub>3</sub>	2	5	5	3
P <sub>4</sub>	3	7	7	4
P <sub>5</sub>	4	13	13	8

Average TAT = 7.6 Average WT = 6.6

SJF - Non-preemptive

Gantt chart

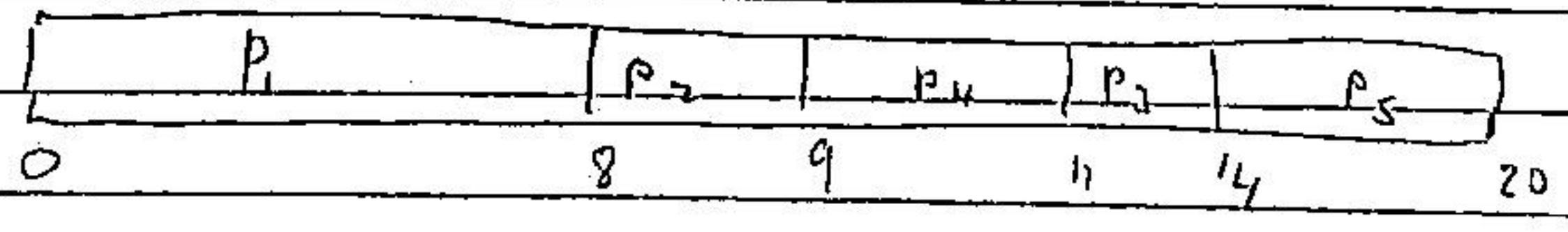


Process	priority	Finish time	TAT	WT
P <sub>1</sub>	3	20	20	18
P <sub>2</sub>	1	2	1	0
P <sub>3</sub>	2	5	3	2
P <sub>4</sub>	3	7	4	3
P <sub>5</sub>	4	13	9	8

Average TAT = 7.5 Average WT = 6.6

SJF -> Non-preemptive

G -> Gantt



Vinayak . D. Gurusetti

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## 1) The Type of System calls

There are mainly five types of system calls. These are explained as follows.

### 1) Process Control :

There are mainly five types of system calls

The system calls deals with process such as the process creation termination etc.

### 2) File management

These system calls are responsible for manipulation such as creating file, reading a file, writing into a file etc.

### 3) Device management.

These system calls are responsible for device manipulation such as reading from device buffers, writing into device buffers etc.

### 4) Information maintenance

These system calls handle information and its transfer between the OS and the user program.

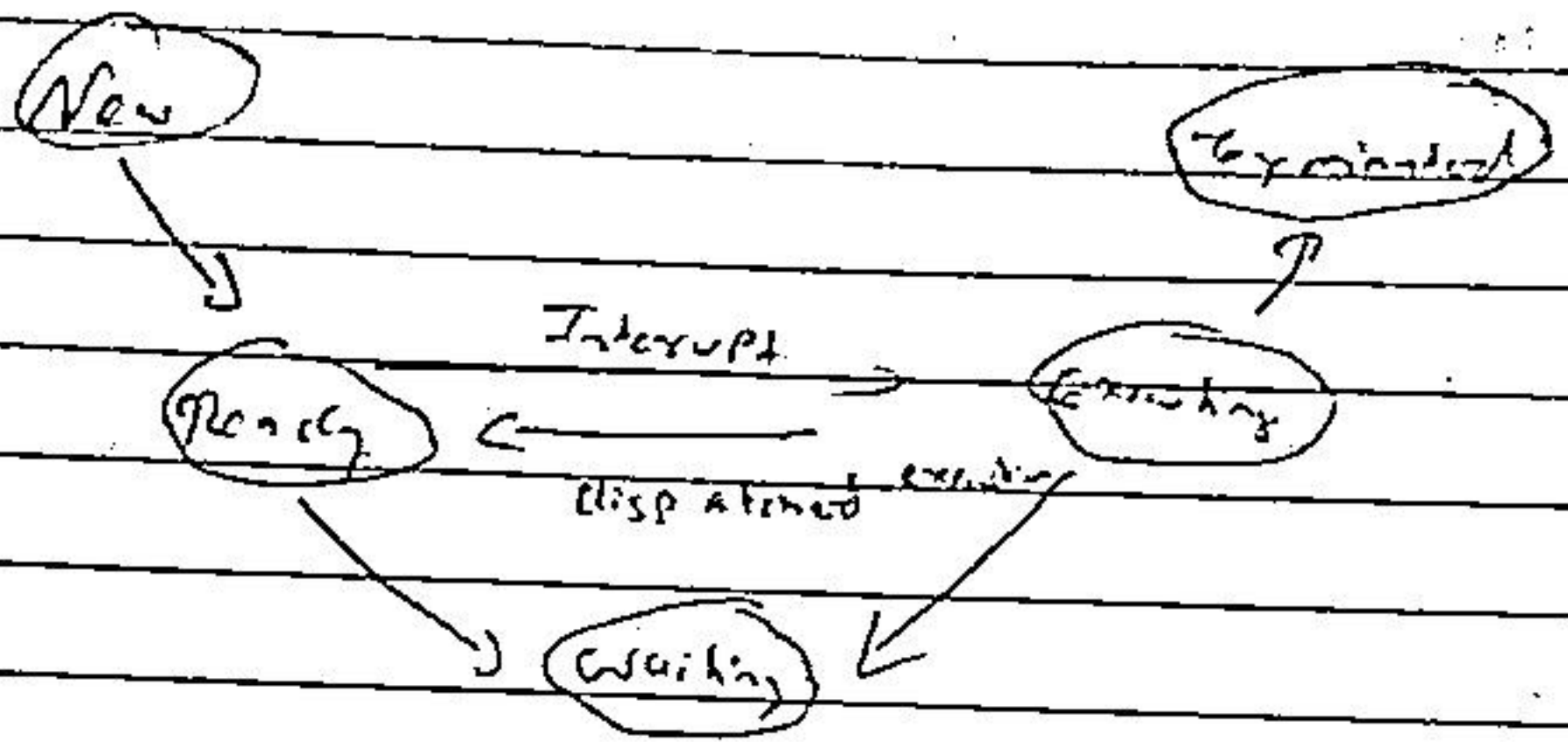
### 5) Communication

These system calls are useful for inter process communication. It also deals with creating and deleting communication facilities.



Process			
PCB			

If a program or application under execution is called process.  
 A process includes the execution context. A program resides on the disk. So a program gets loaded in main memory. So it should be transferred from disk to memory.



- New  
The process being created
- Ready state  
Process ready to run but it is waiting for CPU assigned

### Execution state

Process is said to be running state if it is currently executing.

waiting  
 A process get stuck at the execution because it is waiting for some to happen. Such as I/O completion.