

**I N D E X**

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## LAB - 1

- (1) Write a C program to simulate the following non-preemptive CPU scheduling algorithm to find turn around time and waiting time

(i) FCFS

```
#include <stdio.h>
#define MAX 10
void fcfs (int n, int at[], int bt[])
{
    int ct[MAX];
    int tat[MAX];
    int wt[MAX];
    int total_wt = 0;
    int total_tat = 0;
    int current_time = 0;

    for (int i = 0; i < n; i++)
    {
        ct[i] = -1;
    }

    for (int i = 0; i < n; i++)
    {
        if (current_time <= at[i])
            current_time = at[i];
        else
            ct[i] = current_time + bt[i];
            current_time = ct[i];
    }

    for (int i = 0; i < n; i++)
        total_wt += (ct[i] - at[i]);
        total_tat += (ct[i] - at[i]);
    }
}
```

```
for (int i=0; i<n; i++)
```

$$tat[i] = at[i] - at[i];$$

~~total-tat := total-tat + tat[i];~~

3

```
for(int i=0; i<n; i++)
```

3

$$wt[i] = bal[i] - bt[i];$$

`total_wt = total_wt + wt[i];`

3

```
printf("In Process Id Arrival time It Burst time It  
Completion time It Turn around time It  
Waiting time In");
```

```
for (int i=0; i<n ;i++)
```

1

```
printf("%d %t %d %t %d %t %d %t %d %t %d %t\n",  
    i+1, at[i], bt[i], ct[i], tafl[i], st
```

1

```

printf("Average waiting time: %.f", total_wt[n]);
printf("Average total turnaround time: %.f", total_tat[n]);

```

g

int main()

3

int n, i;

```
printf("Enter the number of processes:");
```

```
scanf(" %d", &n);
```

int at[n], bt[n];

```
print("Enter Annual time:");
```

8 for (int i = 0; i < n; i++)

```
scanf("%d", &at[0]);
```

```

printf("Enter the burst time : \n");
for(int i=0; i<n; i++)
{
    scanf("%d", &bt[i]);
}
fcfs(n, at, bt);
}

```

Output:

Enter the number of processes : 4

Enter the arrival time :

0

1

5

6

); Enter the Burst time :

2

2

3

4

Process	Arrival time	Burst time	Ct	tat	wt
1	0	2	2	2	0
2	1	2	4	3	1
3	5	3	8	3	0
4	6	4	12	6	2

Average waiting time = 0.75

Average turnaround time = 13.50

## SJF (Shortest Job First)

non-preemptive

#include &lt;stdio.h&gt;

#define MAX 10

void SJF( int n, int at[], int bt[] )

{

int ct[MAX];

int tat[MAX];

int wt[MAX];

int total\_wt = 0;

int total\_bt = 0;

for (int i=0; i&lt;n; i++)

{

ct[i] = -1;

}

for (int i=0; i&lt;n; i++)

{

for (int j=0; j&lt;n; j++)

{

if (bt[j] &gt; bt[j+1])

}

int temp = bt[j];

bt[j] = bt[j+1];

bt[j+1] = temp;

int temp\_at = at[j];

at[j] = at[j+1];

at[j+1] = temp\_at;

{

}

{

```
for(int i=0; i<n; i++)
{
```

```
    if(current_time >= at[i])
    {
```

```
        current_time = at[i];
    }
```

```
    ct[i] = current_time + bt[i];
    current_time = ct[i];
}
```

```
}
```

```
for(int i=0; i<n; i++)
{
```

```
    tat[i] = ct[i] - at[i];
    total_tat = total_tat + tat[i];
}
```

```
for(int i=0; i<n; i++)
{
```

```
    wt[i] = tat[i] - bt[i];
    total_wt = total_wt + wt[i];
}
```

```
}
```

```
printf("In Process %d Arrival time %d Burst time %d Completion Time %d Turn around time %d Waiting time %d\n",
       i+1, at[i], bt[i], ct[i], tat[i], wt[i]);
```

```
for(int i=0; i<n; i++)
{
```

```
    printf("%d %d %d %d %d %d %d\n",
           i+1, at[i], bt[i], ct[i], tat[i], wt[i]);
}
```

```
printf("In Average turn around time : %f", total_tat/n);
printf("In Average waiting time : %f", total_wt/n);
```

```
}
```

```
int main()
{
    int n;
    printf("Enter the number of processes: ");
    scanf("%d", &n);

    int at[n];
    int bt[n];

    printf("Enter the arrival time: \n");
    for(int i=0; i<n; i++)
    {
        scanf("%d", &at[i]);
    }

    printf("Enter the Burst time: \n");
    for(int i=0; i<n; i++)
    {
        scanf("%d", &bt[i]);
    }

    SJF(n, at, bt);
}
```

Output:

Enter the number of process: 4

Enter the Arrival time:

0

0

0

0

Enter the Burst time:

6

8

9

3

Process	Arrival time	Burst time	Wt	TAT	WT
1	0	3	3	3	0
2	0	6	9	9	3
3	0	7	16	16	9
4	0	8	24	24	16

Average waiting time : 7

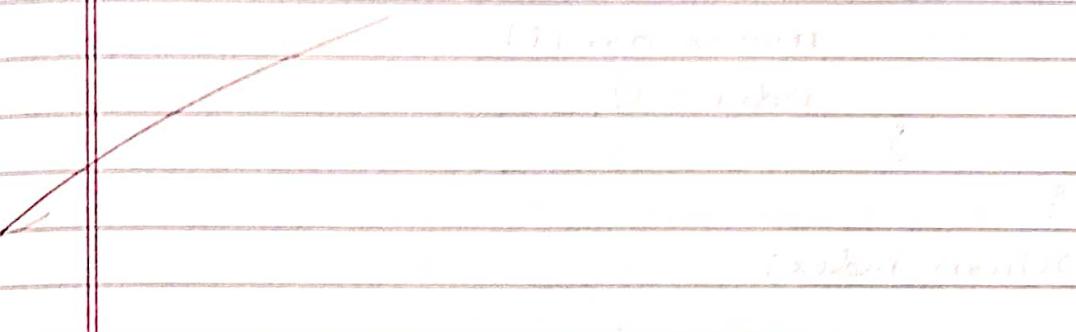
Average turnaround time : 13

1  
2

Process	Arrival Time	Burst Time	CT	WT	LT
1	0	7	2	3	0
2	0	6	9	9	3
3	0	7	16	16	9
4	0	8	24	24	16

Average waiting time: 7

Average turn-around time: 13.



Total waiting time = Total turnaround time - Total burst time

$$= 13 - (7 + 6 + 7 + 8) = 13 - 28 = -15$$

$$= 13 - 28 = -15$$

$$= 13 - 28 = -15$$

$$= 13 - 28 = -15$$

$$= 13 - 28 = -15$$

$$= 13 - 28 = -15$$

Completion time = total burst time

$$= 7 + 6 + 7 + 8 = 28$$

$$= 7 + 6 + 7 + 8 = 28$$

$$= 7 + 6 + 7 + 8 = 28$$

## SJF preemptive:

```
#include <stdio.h>
#define MAX 10

int find_min (int arr[], int n)
{
    int min = arr[0];
    int index = 0;
    for (int i=0; i<n; i++)
    {
        if (arr[i] < min)
        {
            min = arr[i];
            index = i;
        }
    }
    return index;
}
```

```
void SJF-preemptive( int n, int at[], int bt[])
```

```
{
```

```
    int ct[MAX] = {0};
    int tat[MAX] = {0};
    int wt[MAX] = {0};
    int rt[MAX];
```

```
    int total_wt = 0;
    int total_tat = 0;
```

```
    for (int i=0; i<n; i++)
    {
        rt[i] = bt[i];
    }
```

```
int current_time = 0;
int completed_process = 0;
```

```
while (completed_process < n)
{
```

```
    int available_process[Max];
```

```
    int available_count = 0;
```

```
    for (int i = 0; i < n; i++)
    {
```

```
        if (at[i] <= current_time && rt[i] > 0)
```

```
            available_process[available_count] = i;
            available_count++;
```

```
    } // available - loop
```

```
    if (available_count == 0)
```

```
    {
```

```
        current_time++;
    
```

```
    continue;
```

```
}
```

```
int sif_index = available_process[find_min(rt, available_count)];
```

~~rt[sif\_index]~~

```
rt[sif_index] --;
```

```
current_time++;
```

```
if (rt[sif_index] == 0)
```

```
{
```

```
    completed_process++;
```

```
    ct[sif_index] = current_time;
```

```
    tat[sif_index] = ct[sif_index] - at[sif_index];
```

$$wt[sjf\_index] = tat[sjf\_index] - bt[sjf\_index];$$
$$total\_wt += wt[sjf\_index];$$
$$total\_tat += tat[sjf\_index];$$

3  
printf("In Process |t Arrival time |t Burst time |t Completion time |t Turn around time |t Waiting time |t \n");  
for (int i=0; i<n; i++)

3  
printf("-----\n", i+1, at[i], bt[i], ct[i], tat[i], wt[i]);

3  
printf("In Average waiting time : %.2f", (float) total\_wt/n);

3  
printf("In Average turn around time : %.2f", (float) total\_tat/n);

3  
int main()

3  
int n; // number of processes  
printf("Enter the number of process");  
scanf("%d", &n);

3  
int at[MAX];

3  
int bt[MAX];

3  
printf("Enter the arrival time: \n");

3  
for (int i=0; i<n; i++)

3  
scanf("%d", &at[i]);

```

printf("Enter the burst time:\n");
for (int i=0; i<n; i++)
{
    scanf("%d", &bt[i]);
}

```

SII - preemptive (n, at, bt);

3

Output:

Enter the number of processes: 5

Enter the arrival time:

2

1

4

0

2

Enter the Burst time

1

5

1

4

2

Process	Arrival time	Burst time	CT	TAT	WT
1	2	1	3	1	0
2	1	5	7	6	1
3	4	1	8	4	3
4	0	4	11	11	7
5	2	2	13	11	9

Average waiting time: 4.00

Average turnaround time: 6.60

15/05/24

CLASSMATE

Date \_\_\_\_\_  
Page \_\_\_\_\_

LAB ->

## Priority scheduling (Non-preemptive)

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

```
#define MAX 10
```

```
void priority (int n, int at[], int bt[], int p[])
```

```
{
```

```
    int ct[MAX] = {0};
```

```
    int tat[MAX] = {0};
```

```
    int wt[MAX] = {0};
```

```
    int total_wt = 0;
```

```
    int total_tat = 0;
```

```
    int bt_copy[MAX];
```

```
    for (int i=0; i<n; i++)
```

```
{
```

```
        bt_copy[i] = bt[i];
```

```
    for (int i=0; i<n; i++)
```

```
{
```

```
        for (int j=0; j<n; j++)
```

```
{
```

```
            if (p[i] < p[j])
```

```
{
```

```
                int temp = at[i];
```

```
                at[i] = at[j];
```

```
                at[j] = temp;
```

```
                temp = bt[i];
```

```
                bt[i] = bt[j];
```

$bt[j] = temp;$

$temp = p[i];$

$p[i] = p[j];$

$i[j] = temp;$

}

}

}

$ct[0] = at[0] + bt[0];$

$tat[0] = ct[0] - at[0];$

$wt[0] = tat[0] - bt[0];$

$total-wt = total-wt + wt[0];$

$total-tat = total-tat + tat[0];$

for (int i=0; i<n; i++)

{

$ct[i] = ct[i-1] + bt[i];$

$tat[i] = ct[i] - at[i];$

$wt[i] = tat[i] - bt[i];$

$total-wt += wt[i];$

$total-tat += tat[i];$

}

~~printf("In Process\t Arrival time\t Burst time\t Priority  
Completion time\t Turnaround time\t Waiting time\t\n");~~

for (int i=0; i<n; i++)

{

~~printf("id\tAt\tBurst\tPriority\tCompletion\tTurnaround\tWaiting\n");~~

$i+1, at[i], bt[i], priority[i], ct[i], tat[i], wt[i]);$

}

printf ("Average waiting time")", (float)total  
printf ("Average turnaround time : ", float  
(float) total\_tat[n];

3

int main()

{

int n;

printf ("Enter the number of process");

scanf ("%d", &amp;n);

int at[MAX], bt[MAX], p[MAX];

printf ("Enter the arrival time");

for (int i=0; i&lt;n; i++)

{

scanf ("%d", &amp;at[i]);

}

printf ("Enter the Burst time");

for (int i=0; i&lt;n; i++)

scanf ("%d", &amp;bt[i]);

printf ("Enter the priority");

for (int i=0; i&lt;n; i++)

scanf ("%d", &amp;p[i]);

priority (n, at, bt, p);

return 0;

3

Output:

Enter the number of process: 4

Enter the arrival time

0

1

2

4

Enter the burst time:

5

4

2

1

Enter the priority:

10

20

30

40

Process	Arrival Time	Burst Time	Priority	TAT	WT	CT
1	4	5	40	1	4	5
2	2	4	30	5	1	7
3	1	2	20	10	8	11
4	0	1	10	16	16	16

Average waiting time: 5.00

Average turn around time: 8.00.

## ROUND ROBIN Scheduling

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

```
#define MAX 10
```

```
#define QUANTUM 2
```

```
void round-robin (int n, int at[], int bt[])
```

```
{
```

```
    int ct[MAX] = {0};
```

```
    int tat[MAX] = {0};
```

```
    int wt[MAX] = {0};
```

```
    int total_wt = 0;
```

```
    int total_tat = 0;
```

```
    int bt_copy[MAX];
```

```
    for (int i=0; i<n; i++)
```

```
{
```

```
        bt_copy[i] = bt[i];
```

```
}
```

```
    int time = 0;
```

```
    int i = 0;
```

```
    while (1)
```

```
{
```

```
        int done = 0;
```

```
        for (int j=0; j<n; j++)
```

```
{
```

```
            if (bt_copy[j] > 0)
```

```
}
```

```
            done = 1;
```

```
        }
```

```
}
```

```
    time_t = QUANTUM;
}
```

```
else
```

```
{
```

```
    time_t = bt - copy[i];
```

```
    bt - copy[i] = 0;
```

```
    ct[i] = time_t;
```

```
    tat[i] = ct[i] - at[i];
```

```
    wt[i] = tat[i] - bt[i];
```

```
    total_wt += wt[i];
```

```
    total_tat += tat[i];
```

```
}
```

```
}
```

```
if (done)
```

```
    break;
```

```
}
```

```
printf("Process ID Arrival Time BT Completion Time TA Turnaround Time WT waiting time\n");
```

```
for (int i=0; i<n; i++)
```

```
i
```

```
printf("%d %d %d %d %d %d %d",
```

```
i+1, at[i], bt[i], ct[i], tat[i], wt[i]);
```

```
}
```

```
printf("Average waiting time : %.2f", (float)
```

```
total_wt/n);
```

```
printf("Average turn around time : %.2f", (float)
```

```
total_tat / n);
```

```
}
```

```
int main()
```

```
{
```

```
int n;
```

```
printf("Enter the number of processes:");  
scanf("%d", &n);
```

```
int at[MAX], bt[MAX];
```

```
printf("Enter arrival time:\n");  
for(int i=0; i<n; i++)  
{  
    scanf("%d", &at[i]);  
}
```

```
printf("Enter burst time:\n");  
for(int i=0; i<n; i++)  
{  
    scanf("%d", &bt[i]);  
}
```

```
round_robin(n, at, bt);
```

3

### Output:

Enter the number of processes: 5  
Enter arrival time

0

1

2

3

4

Enter the burst time

5

3

1  
2  
3

Process Scheduling - 1

process	Arrival Time	Burst time	CT	TAT	WT
1	0	5	14	14	9
2	1	3	12	11	9
3	2	1	5	3	2
4	3	2	7	4	2
5	4	3	13	9	6

Average waiting time = 5.40

Average turn around time = 8.20

CT = sum of burst

W.T = CT - A.T

A.T = sum of arrival

CT = sum of burst

W.T = CT - A.T

A.T = sum of arrival

CT = sum of burst

W.T = CT - A.T

A.T = sum of arrival

Process Scheduling - 2  
Round robin scheduling

FCFS, SJF, Priority, Round robin scheduling, Shortest job first

12  
16  
LAB-3

## MULTI LEVEL QUEUE:

#include <stdio.h>

void sort (int proc\_id[], int at[], int bt[], int n)

```

    {
        int min, temp;
        for (int i=0; i<n-1; i++)
        {
            for (int j=i+1; j<n; j++)
            {
                if (at[j] < at[i])
                {

```

```

                    temp = at[i];
                    at[i] = at[j];
                    at[j] = temp;

```

```

                    temp = bt[i];
                    bt[i] = bt[j];
                    bt[j] = temp;

```

```

                    temp = proc_id[i];
                    proc_id[i] = proc_id[j];
                    proc_id[j] = temp;

```

}

y

y

void simulateFCFS (int proc\_id[], int at[], int bt[],  
int n, int start\_time)

}

int c = start\_time, ct[n], tat[n], wt[n];

```
double tat = 0.0;
double tot = 0.0;
```

```
for (int i = 0; i < n; i++)
```

```
if (c >= at[i])
    ct = bt[i];
```

```
else
```

```
c = at[i] + bt[i];
ct[i] = c;
```

3

```
for (int i = 0; i < n; i++)
```

```
tat[i] = ct[i] - at[i];
```

```
for (int i = 0; i < n; i++)
```

```
wt[i] = tat[i] - bt[i];
```

```
printf ("pid %d AT %d BT %d CT %d TAT %d WT %d\n",
```

```
proc_id[i], at[i], bt[i], ct[i], tat[i],
```

```
wt[i]);
```

```
tot += wt[i];
```

```
tot += wt[i];
```

3

```
printf ("Average Turnaround Time : %2f ms\n",
```

```
tat/n);
```

```
printf ("Average Waiting Time : %2f ms\n", tot/n);
```

Void main()

?

```
scanf ("%d", &n);
```

```
printf ("Enter the number of processes: ");
```

```
scanf("%d", &n);
```

```
int proc_id[n], at[n], bt[n], type[n];
int sys_proc_id[n], sys_at[n], sys_bt[n];
user_proc_id[n], user_at[n], user_bt[n];
int sys_count=0;
int user_count=0;
```

```
for(int i=0; i<n; i++)
{
```

```
proc_id[i] = i+1;
```

printf("Enter arrival time, burst time and type");

```
printf("0 for system, 1 for user) for
```

```
process %d", i+1);
```

```
scanf("%d %d %d", &at[i], &bt[i],
&type[i]);
```

```
if(type[i] == 0)
```

```
sys_proc_id[sys_count] = proc_id[i];
```

```
sys_at[sys_count] = at[i];
```

```
sys_bt[sys_count] = bt[i];
```

```
sys_count++;
```

```
}
```

```
else {
```

```
user_proc_id[user_count] = proc_id[i];
```

```
user_at[user_count] = at[i];
```

```
user_bt[user_count] = bt[i];
```

```
user_count++;
```

```
}
```

```
sort(sys_proc_id, sys_at, sys_bt, sys_count);
```

```
sort(user_proc_id, user_at, user_bt, user_count);
```

```

printf("System Process scheduling:\n");
simulateFCFS(sys-procid, sys-at, sys-bt,
              sys-count, 0);

int system-end-time = 0;
if (sys-count > 0)
{
    system-end-time % 0;
    if (system-end-time = sys-at[sys-count-1]
        + sys-bt[sys-count-1]);
    for (int i = 0; i < sys-count - 1; i++)
    {
        if (sys-at[i+1] > system-end-time)
            system-end-time = sys-at[i+1];
        system-end-time = sys-bt[i];
    }
}

printf("In user Process scheduling:\n");
simulateFCFS(user-proc-id, user-at,
              user-bt, user-count, system-end-
              time);
}

```

OUTPUT:

Enter number of processes: 5

Enter arrival time, burst time and priority for system,

1 for user) for process 1: 0 20

for process 2: 1 3 1

for process 3: 2 1 0

for process 4: 3 4 1

for process 5: 4 2 1

## System process scheduling

PTD	AT	BT	CT	TAT	WT
18	0	2	2	2	0
3	2	1	3	1	0

Average turn around time = 1.50 ms

Average waiting time = 0.0 ms

## User processing scheduling

PTD	AT	BT	CT	TAT	WT
2	1	3	8	7	4
4	3	4	12	9	5
5	4	2	14	11	8

Average turn around time = 8.67 ms

Average waiting time = 5.67 ms.

5/6/21  
PARATE MONITORING SCHEDULING(a) 

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

```
#include <stdlib.h>
```

```
#include <math.h>
```

```
void sort (int proc[], int bt[], int pt[], int n[])
```

{

```
    int tempb = 0;
```

```
    for (int i=0; i<n; i++)
```

{

```
        for (int j=i; j<n; j++)
```

{

```
            if (pt[j] < pt[i])
```

{

```
                tempb = pt[i];
```

```
                pt[i] = pt[j];
```

```
                pt[j] = tempb;
```

```
                tempb = bt[i];
```

```
                bt[i] = bt[j];
```

```
                bt[j] = tempb;
```

```
                tempb = proc[i];
```

```
                proc[i] = proc[j];
```

```
                proc[j] = tempb;
```

{

3

3

3

```
int gcd (int a, int b)
```

{

```
    if (a < b) swap (&a, &b);
```

```
    int r;
```

```
    while (b > 0)
```

{

```
        r = a % b;
```

```
a = b;
```

```
b = r;
```

```
}
```

```
return a;
```

```
}
```

```
int lcmul(int p[], int n)
```

```
{
```

```
int lcm = p[0];
```

```
for (int i = 1; i < n; i++)
```

```
{
```

```
lcm = (lcm * p[i]) / gcd(lcm, p[i]);
```

```
}
```

:

```
return lcm;
```

```
}
```

:

```
void main()
```

```
{
```

```
int n;
```

```
printf("Enter the number of processes:");
```

```
scanf("%d", &n);
```

```
int proc[n], bt[n], pt[n], lcm[n];
```

```
printf("Enter the Burst Time:\n");
```

```
for (int i = 0; i < n; i++)
```

```
{
```

```
scanf("%d", &bt[i]);
```

```
lcm[i] = bt[i];
```

```
}
```

/

```
printf("Enter the time periods:\n");
```

```
for (int i = 0; i < n; i++)
```

```
scanf("%d", &pt[i]);
```

```
for (int i = 0; i < n; i++)
```

```
proc[i] = i + 1;
```

(or) *lcm[i]*

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sort(proc, b, pt, n)

HLCM

```
int l = lcmul(pt, n);
printf("LCM = %d\n", l);
printf("In Round Robin Monotonic scheduling:\n");
printf("PJDIT Burst Time | t Period | t");
for (int i=0; i<n; i++)
    printf("%d | %d | %d | %d", proc[i], b[i], pt[i]);
```

double sum = 0.0;

for (int i=0; i<n; i++)

{

sum += (double) b[i] / pt[i];

double rhs = n \* (pow(2.0, (3.0/n)) - 3.0);

printf("%f | %f = > %f\n", sum, rhs, (sum <= rhs) ? "True" : "False")

if (sum > rhs)

exit(0);

printf("Scheduling occurs for %d\n", l);

int time = 0, prev = 0, x = 0;

while (time < l)

{

int j = 0;

for (int i=0; i<n; i++)

{

if (time + pt[i] == 0)

rem[i] = b[i];

if (rem[i] > 0)

{

if (prev != proc[i])

{

```
print(" +d onwards: Process[i] running", proc[i]);
```

```
prev = proc[i];
```

```
}
```

```
sem[i] = -1;
```

```
f = 1; //initial state of  
//process[i]
```

```
a = 0; //idle time of process[i]
```

```
} //end of for loop for i in range(n):
```

```
}
```

```
i = 0; //initial state of time
```

```
(time, f) = (0, 1); //initial state
```

```
if (f == 1):
```

```
print(" +d ms CPU is idle", time);
```

```
a = 1; //idle time of process[i]
```

```
for i in range(n):
```

```
if (f == 1):
```

```
time += 1;
```

```
(time, f) = (time+1, 0)
```

```
y
```

After 10 ms processes will be completed

OUTPUT:

Enter the number of processes: 3

Enter CPU Burst time:

3

2

2

Enter the time period: 20

20

5

10

LCM: 20

## Rate monotonic scheduling

PID	Burst	Period	Priority
2	2	5	1
3	2	10	2
1	3	20	3

$$0.4000 \leq 0.49763 \Rightarrow \text{True}$$

Scheduling occurs for 20ms.

0ms : Process 2 is running

2ms : Process 3 is running

4ms : Process 1 is running

5ms : Process 2 is running

7ms : Process 3 is running

8 onwards: CPU is idle

10 ms : Process 2 is running

12ms : CPU is idle

14ms : CPU is idle

16ms : CPU is idle

18ms : CPU is idle

20ms : CPU is idle

(ii) worst-case execution time

WCT =  $\max(P_i)$

WCT = 20ms

Worst-case execution time

EARLIEST DEADLINE TIPS:

b) #include <stdio.h>

#include <stdlib.h>

#include <math.h>

void sort(int proc[], int d[], int b[], int p[], int n)

{

int temp=0;

for (int i=0; i<n; i++)

{ for (int j = i; j < n; j++)

{ if (d[j] < d[i])

temp = d[j];

d[j] = d[i];

d[i] = temp;

temp = p[i];

p[i] = p[j];

p[j] = temp;

temp = b[j];

b[j] = b[i];

b[i] = temp;

temp = proc[i];

proc[i] = proc[j];

proc[j] = temp;

}

}

}

int gcd ( int a, int b )

{

```

int r;
while(b > 0)
{
    if(a > b)
        r = a % b;
    a = b;
    b = r;
}
return a;
}

int lcmul(int p[], int n)
{
    int lcm = p[0];
    for(int i=1; i<n; i++)
    {
        for(int j=0; j<i; j++)
            lcm = (lcm * p[i]) / gcd(lcm, p[j]);
    }
    return lcm;
}

void main()
{
    int n;
    printf("Enter the number of processes : ");
    scanf("%d", &n);
    int proc[n], b[n], pt[n], d[n], rem[n];
    printf("Enter the CPU burst time");
    for(int i=0; i<n; i++)
    {
        printf("Enter the burst time : ");
        scanf("%d", &b[i]);
        rem[i] = b[i];
    }
    printf("Enter the deadlines : \n");
    for(int i=0; i<n; i++)
    {
        printf("Enter the deadline : ");
        scanf("%d", &d[i]);
    }
}

```

```

scanf("%d", &dl[i]);
printf("Enter the time period");
for(int i=0; i<n; i++)
    scanf("%d", &pt[i]);
for(int i=0; i<n; i++)
    proc[i] = ita[i];

```

```

sort(proc, dib, pt, n);
int l = lmul(pt, n);

```

```

printf("Earliest Deadline Scheduling");
printf(" PIPt Burst Lt Deadline Lt Period Lt");
for(int i=0; i<n; i++) {
    printf("%d %d %d %d %d\n",
        proc[i], dib[i], dl[i], pt[i]);
}
printf("Scheduling occurs for %d\n", l);

```

```

int time = 0; prev = 0; t = 0;
int nextDeadlines[n];

```

```

for(int i=0; i<n; i++) {
    nextDeadlines[i] = dl[i];
}
```

~~nextDeadline[i] = dl[i];~~

~~rem[i] = bl[i];~~

~~while (time < l) {~~

~~for (int i=0; i<n; i++) {~~

~~if (time > pt[i]) = 0 + time != 0)~~

nextDeadline[i] = time + dl[i];

rem[i] = bl[j];

```

int minDeadline = l+1;
int taskToExecute = -1;
for(int i=0; i<n; i++)
{
    if (sem[i]>0 && nextDeadline <= nextDeadlines[i])
        minDeadline = nextDeadline[i];
    else if (minDeadline > nextDeadline[i])
        minDeadline = nextDeadline[i];
    taskToExecute = i;
}

if (taskToExecute != -1)
    printf ("At %d ms: Task %d is running\n",
           time, proc[taskToExecute]);
    sem[taskToExecute]--;
else
    printf ("At %d ms: CPU is idle\n", time);
time += 1;
}

```

OUTPUT:

Enter the number of processes : 3

Enter CPU Burst Time :

3

2

2

Enter the deadlines :

7  
4  
8

Enter the time period:

20  
5  
10

Earliest Deadline Scheduling:

PTD	Burst	Deadline	Period
2	2	4	5
1	3	7	20
3	2	8	10

Scheduling occurs for 20ms.

0ms : Task 2 is running

1ms : Task 2 is running

2ms : Task 3 is running

3ms : Task 1 is running

4ms : Task 1 is running

5ms : Task 3 is running

6ms : Task 3 is running

7ms : Task 2 is running

8ms : Task 2 is running

9ms : CPU is idle

10ms : Task 2 is running

11ms : Task 2 is running

12ms : Task 3 is running

13ms : Task 3 is running

14ms : CPU is idle

15ms : Task 2 is running

16ms : Task 2 is running

17ms : CPU is idle

18ms : CPU is idle

19ms : CPU is idle

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## P-11 (B) PROPORTIONAL SCHEDULING:

```
#include <stdion>
```

```
#include <stdlib.h>
```

```
#include <time.h>
```

```
#define MAX-TASKS 10
```

```
#define MAX-TICKETS 100
```

```
#define MAX-UNIT-DURATION-MS 100
```

```
struct Task {
    int id;
    int tickets;
}
```

```
{
```

```
    int ticket_id;

```

```
    int tickets;

```

```
};
```

```
void schedule(struct Task tasks[], int num_tasks,
              int time_span_ms)
```

```
int total_tickets = 0;
```

```
for (int i = 0; i < num_tasks; i++)
```

```
{
```

```
    total_tickets += tasks[i].tickets;
```

```
}
```

```
 srand((time(NULL)));
```

```
int current_time = 0; // in ms
```

```
int computed_time = 0; // in ms
```

```
printf("Process scheduling");
```

```
while (completed_tasks < num_tasks)
```

```
{
```

```
    int winning_tasks = num_tasks
```

```
{
```

```
int winning_ticket = rand() % total_tickets;
int cumulative_tickets = 0;
for(int i = 0; i < num_tasks; i++) {
    cumulative_tickets += tasks[i].tickets;
    if (winning_ticket < cumulative_tickets)
        printf("Time %d - %d: Task %d is winning\n", current_time + i, tasks[i].id);
    current_time++;
    break;
}
```

y  
y

```
completed_tasks += 1;
if (current_time > time_span_ms) {
    time_span_ms = current_time * TIME_UNIT_DURATION;
    int main() {
        int num_tasks;
        int time_span_ms;
        printf("Enter the number of tasks");
        scanf("%d", &n);
        if (num_tasks <= 0 || num_tasks > MAX_TASKS)
            printf("Invalid number of Tasks");
        else
            for (int i = 0; i < num_tasks; i++)
                tasks[i].id = i;
    }
}
```

~~```
printf("Enter the number of tasks");
scanf("%d", &n);
if (num_tasks <= 0 || num_tasks > MAX_TASKS)
    printf("Invalid number of Tasks");
else
    for (int i = 0; i < num_tasks; i++)
        tasks[i].id = i;
```~~

```

printf("Enter the number of tasks for each\n"
      "task: \n");
last[i] = task[i].id + i + 1;
printf("Task %d tickets ", task[i].id);
scanf("%d", &task[i].tickets);
}

printf("In Running tasks:\n");
schedule(tasks, num_tasks, &time_span_ms);

printf("In Time span of the Gantt chart: %d\n"
      "milliseconds\n", time_span_ms);
return 0;
}

```

OUTPUT:

Enter the number of tasks: 3

Enter the number of tickets for each task: 10, 20, 30

Task 1 tickets : 10

Task 2 tickets : 20

Task 3 tickets : 30

Running tasks:

Process scheduling

Time 0-1: Task 3 is running

Time 1-2: Task 3 is running

Time 2-3: Task 1 is running

Time span(%) of gantt chart is 300 milliseconds.

~~Q15~~

Q15) What is the output of the following program?

Output: \_\_\_\_\_

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classmate

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Page

## Program-5

### PRODUCER CONSUMER PROBLEM USING SEMAPHORE

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

```
#include <stdlib.h>
```

```
int mutex = 1, full = 0, empty = 5, x = 0;
```

```
int main()
```

```
{
```

```
    int n;
```

```
    void producer();
```

```
    void consumer();
```

```
    int wait(int);
```

```
    int signal(int);
```

```
    printf("1st. Producer \n 2. Consumer \n 3. exit ");
```

```
    while(1)
```

```
{
```

```
    printf("\nEnter your choice");
```

```
    scanf("%d", &n);
```

```
    switch(n)
```

```
{
```

```
    case 1: /*Producer*/
```

```
        if ((mutex == 1) && (empty != 0))
```

```
            producer();
```

```
        else
```

```
            printf("Buffer is full");
```

```
            break;
```

```
    case 2:
```

```
        if ((mutex == 1) && (full != 0))
```

```
            consumer();
```

```
        else
```

```
printf("Buffer is empty");  
break;
```

case 3:

```
exit(0);  
break;
```

y

}

```
return;
```

}

```
int wait(int s)  
{  
    return(--s);
```

}

```
int signal (int s)
```

{

```
    return(++s);
```

}

```
void producer()
```

{

```
    mutex = wait(mutex);
```

```
    full = signal(full);
```

```
    empty = wait(empty);
```

```
    x++;
```

```
    printf("In Producer produces the item %d", x);
```

```
    mutex = signal(mutex);
```

}

```
void consumer()
```

{

```
    mutex = wait(mutex);
```

```
    full = wait(full);
```

```
    empty = signal(empty);
```

printf("In consumer consumes item %d",

i = j;

mutex & signal (mutex);

3

Output:

1. Producer

2. consumer

3. Exit

Enter your choice : 1

Producer produces the items.

Enter your choice : 1

Producer produces the item 2

Enter your choice : 1

Producer produces the item 3

Enter your choice : 1

Producer produces the item 4

Enter your choice : 2

consumer consumes item 4

Enter your choice : 2

consumer consumes item 3

Enter your choice : 2

consumer consumes item 2

Enter your choice : 2

consumer consumes item 1

Enter your choice : 2

Buffer is empty;

Enter your choice : 1

producer produces items

Enter your choice : 3

exiting!

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## program - 6

→ write a C-program to simulate the concept of Dining - Philosophers problem

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

```
#include <stdlib.h>
```

```
#define MAX_PHILOSOPHERS 10
```

```
typedef enum { THINKING, HUNGRY, EATING } state_t;
```

```
state_t states[MAX_PHILOSOPHERS];
```

```
int num_philosophers;
```

```
int num_hungry;
```

```
int hungry_philosophers[MAX_PHILOSOPHERS];
```

```
int forks[MAX_PHILOSOPHERS];
```

```
void print_state() {
```

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

```
    for (int i = 0; i < num_philosophers; i++) {
        if (states[i] == THINKING) printf("P %d is thinking\n", i + 1);
```

```
        else if (states[i] == HUNGRY) printf("P %d is waiting\n", i + 1);
```

```
        else if (states[i] == EATING) printf("P %d is eating\n", i + 1);
```

```
}
```

```
}
```

```
int can_eat (int philosopher_id) {
```

```
    int left_fork = philosopher_id;
```

```
    int right_fork = (philosopher_id + 1) % num_philosophers;
```

```

if (forks[left-fork] == 0 && forks[right-fork] == 0) {
    forks[left-fork] = forks[right-fork] = 1;
    return 1;
}

```

3      if (forks[left-fork] == 1 && forks[right-fork] == 1) {
 return 0;
}

g      void simulate(int allow-hungry) {
 int eating-count = 0;
 for (int i = 0; i < num-hungry; ++i) {

```

        int-philosopher-id = hungry-philosophers[i];
        if (status[philosopher-id] == HUNGRY) {
            if (can-eat(philosopher-id)) {

```

```

                status[philosopher-id] = EATING;
                eating-count++;

```

```

            printf("P-%d is granted to eat\n", philosopher-id);
            if (!allow-hungry)
                if (!allow-hungry && eating-count == 2) break;
            if (allow-hungry && eating-count == 2) break;
        }
    }
}
```

3      if (!allow-hungry)
 if (!allow-hungry && eating-count == 2) break;
 if (allow-hungry && eating-count == 2) break;

```

    for (int i = 0; i < num-hungry; ++i) {
        int philosopher-id = hungry-philosophers[i];
        if (status[philosopher-id] == EATING) {
            int left-fork = philosopher-id;
            int right-fork = (philosopher-id + 1) % num-
                philosophers;
            forks[left-fork] = forks[right-fork] = 0;
            status[philosopher-id] = THINKING;
        }
    }
}
```

3      if (!allow-hungry)
 if (!allow-hungry && eating-count == 2) break;
 if (allow-hungry && eating-count == 2) break;

```

    for (int i = 0; i < num-hungry; ++i) {
        int philosopher-id = hungry-philosophers[i];
        if (status[philosopher-id] == EATING) {
            int left-fork = philosopher-id;
            int right-fork = (philosopher-id + 1) % num-
                philosophers;
            forks[left-fork] = forks[right-fork] = 0;
            status[philosopher-id] = THINKING;
        }
    }
}
```

3      if (!allow-hungry)
 if (!allow-hungry && eating-count == 2) break;
 if (allow-hungry && eating-count == 2) break;

3      if (!allow-hungry)
 if (!allow-hungry && eating-count == 2) break;
 if (allow-hungry && eating-count == 2) break;

```
int main () {
```

```
    printf ("Enter the total number of philosophers  
(max. 10): ", max_philosophers);
```

```
    scanf ("%d", num_philosophers);
```

```
    if (num_philosophers <= 11 || num_philosophers >  
        MAX_PHILOSOPHERS) {
```

```
        scanf ("Invalid number of philosophers. Exiting\n");
```

```
    } // End of if (num_philosophers <= 11 || num_philosophers >  
        MAX_PHILOSOPHERS)
```

```
    printf ("How many are hungry? ");
```

```
    scanf ("%d", num_hungry);
```

```
    for (int i=0; i< num_hungry; i++) {
```

```
        printf ("Enter the philosopher %d position: ", i+1);
```

```
        int position;
```

```
        scanf ("%d", &position);
```

```
        hungry_philosophers[i] = position - 1;
```

```
        status[hungry_philosophers[i]] = HUNGRY;
```

```
}
```

```
for (int i=0; i< num_philosophers; i++) {
```

```
    forks[i] = 0;
```

```
    int choice; // The user's choice
```

```
do {
```

```
    cout << static();
```

```
    printf ("1. One can eat at a time\n");
```

```
    printf ("2. Two can eat at a time\n");
```

```
    printf ("3. Exit\n");
```

```
    printf ("Enter your choice");
```

```
    scanf ("%d", &choice);
```

```
    switch (choice) {
```

case 1:

```
    simula(l0);  
    break;
```

case 2:

```
    simula(s);  
    break;
```

case 3:

```
    printf(" exhibiting");
```

default:

```
    printf(" Invalid choice");  
    break;
```

}

```
{ while (choice != 3);
```

```
    choice;
```

}

### OUTPUT:

Enter total number of philosophers (max 10) : 5

How many are hungry : 3

Enter philosopher 1 position : 2

Enter philosopher 2 position : 4

Enter philosopher 3 position : 5

P1 is thinking

P2 is waiting

P3 is thinking

P4 is waiting

P5 is waiting.

1. One can eat at a time    2. Two can eat at a time

3. exit .

Enter your choice : 2

P2 is granted to eat

P4 is granted to eat

P<sub>1</sub> is thinking  
P<sub>2</sub> is thinking  
P<sub>3</sub> is thinking  
P<sub>4</sub> is thinking  
P<sub>5</sub> is waiting

1. one



- A. I am not interested in reading books.  
B. I am interested in reading books.  
C. I am not interested in reading books.  
D. I am interested in reading books.

1. I like to play football.  
2. I like to play football.  
3. I like to play football.  
4. I like to play football.  
5. I like to play football.

- A. I like to play football.  
B. I like to play football.  
C. I like to play football.  
D. I like to play football.

1. I like to play football.  
2. I like to play football.  
3. I like to play football.

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## Program - 7

→ Write a C - program to simulate Banker's Algorithm for the purpose of deadlock avoidance.

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

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

```
#define MAX_PROCESSES 10
```

```
#define MAX_RESOURCES 10
```

```
bool issafeState(int processes, int resources, int available[],  
    int max[MAX_RESOURCES], int allocation[MAX_RESOURCES][MAX_RESOURCES],  
    int need[MAX_RESOURCES], int safeSequence[]);
```

```
void calculateNeed(int processes, int resources, int max[]  
    [MAX_RESOURCES], int allocation[] [MAX_RESOURCES], int need[]  
    [MAX_RESOURCES]);
```

```
int main() {
```

```
    int processes, resources;
```

```
    int available[MAX_RESOURCES];
```

```
    int max[MAX_PROCESSES][MAX_RESOURCES];
```

```
    int allocation[MAX_PROCESSES][MAX_RESOURCES];
```

```
    int need[MAX_PROCESSES][MAX_RESOURCES];
```

```
    int safeSequence[MAX_PROCESSES];
```

```
    printf("Enter the number of processes:");
```

```
    scanf("%d", &processes);
```

```
    printf("Enter the number of resources:");
```

```
    scanf("%d", &resources);
```

```
    printf("Enter the available resources:");
```

```
    for (int i=0; i<resources; i++) {
```

```
        scanf("%d", &available[i]);
```

y

```

printf("Enter the maximum resource matrix:\n");
for (int i=0; i<processes; i++) {
    printf("Enter the details for P%d\n", i);
    for (int j=0; j<resources; j++) {
        scanf("%d", &max[i][j]);
    }
}

```

```

printf("Enter the allocation resource matrix:\n");
for (int i=0; i<processes; i++) {
    for (int j=0; j<resources; j++) {
        scanf("%d", &allocation[i][j]);
    }
}

```

```

calculateNeed(processes, resources, max, allocation,
need);

```

```

if (isSafeSeq(processes, resources, available, max, allocation,
need, safeSequence)) {

```

```

    printf("System is in Safe State.\n");

```

```

    printf("The Safe Sequence is -- (");

```

```

    for (int i=0; i<processes; i++) {

```

```

        printf("P%d", safeSequence(i));
    }
}

```

```

    printf(")\n");
}
else {

```

```

    printf("System is not in safe state.\n");
}

```

```

printf("In Processes | Allocation | Max | Need\n");

```

```

for (int i=0; i<processes; i++) {

```

```

    printf("P%d | ", i);

```

```

    for (int j=0; j<resources; j++) {

```

```

        printf("A%d | ", allocation[i][j]);
    }
}

```

```

    printf(" | ");
}

```

```

    printf(" | ");
}

```

```

for (int j=0; j<resources; j++) {
    printf("%d", max[i][j]);
}
printf("\n");
for (int j=0; j<resources; j++) {
    printf("%d", need[i][j]);
}
printf("\n");
return 0;
}

```

*Calculation of Need*

```

void calculateNeed (int processes, int resources, int MAX[ ]
    [MAX_RESOURCES], int allocation [ ] [MAX_RESOURCES], int
    need [ ] [MAX_RESOURCES]) {
    for (int i=0; i<processes; i++) {
        for (int j=0; j<resources; j++) {
            need[i][j] = max[i][j] - allocation[i][j];
        }
    }
}

```

*Checking for Safe State*

```

bool isSafeState (int processes, int resources, int available[ ]
    [MAX_RESOURCES], int allocation [ ] [MAX_RESOURCES],
    int need [ ] [MAX_RESOURCES], int safeSequence[ ]) {
    int work [MAX_RESOURCES];
    bool finish [MAX_PROCESSES] = {false};
    int count = 0;
    for (int i=0; i<resources; i++) {
        work[i] = available[i];
    }
    while (count < processes) {
        bool found = false;

```

```

for (int i=0; i< processes; i++) {
    if (!finish[i]) {
        bool canAllocate = true;
        for (int j=0; j< resources; j++) {
            if (need[i][j] > work[j]) {
                canAllocate = false;
                break;
            }
        }
        if (canAllocate) {
            for (int j=0; j< resources; j++) {
                work[j] += allocation[i][j];
            }
            finish[i] = true;
            safeSequence[COUNT++] = i;
            found = true;
            printf("Process %d is visited\n", i);
            for (int j=0; j< resources; j++) {
                printf("%d ", work[j]);
            }
            printf("\n");
        }
    }
}
if (!found) {
    for (int i=0; i< processes; i++) {
        if (!finish[i]) {
            return false;
        }
    }
}
return true;
}

```

OUTPUT:

enter the number of processes : 5

enter the number of resources : 3

enter the available resources :

3 3 2

enter the maximum resource matrix :

enter the details for P0

7 5 3

enter the details for P1

3 2 2

enter the details for P2

9 0 2

enter the details for P3

2 2 2

enter the details for P4

4 3 3

enter the allocation resource matrix :

0 1 0

2 0 0

3 0 2

2 1 1

0 0 2

P1 is visited (532)

P3 is visited (443)

P4 is visited (955)

P2 is visited (1054 and 1122)

system is in safe state

The safe sequence is - (P1 P3 P4 P0 P2)

| Process | Allocation | Max   | Need  |
|---------|------------|-------|-------|
| P0      | 0 1 0      | 7 5 3 | 7 4 3 |
| P1      | 2 0 0      | 3 2 2 | 1 2 2 |
| P2      | 3 0 2      | 9 0 2 | 6 0 0 |
| P3      | 2 1 1      | 2 2 2 | 0 1 1 |
| P4      | 0 0 2      | 4 3 3 | 4 3 1 |

3/07/24

### PROGRAM - 8

→ Write a C program to simulate deadlock detection

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

```
void main()
```

```
{
```

```
int n, m, i, j;
```

```
printf("Enter the number of processes and  
number of types of resources : (n,m):");
```

```
scanf("%d %d", &n, &m);
```

```
int max[n][m], need[n][m], all[n][m], avail[m];
```

```
flag = 1, finish[n], dead[n], c = 0;
```

```
printf("Enter the maximum number of each  
type of resources needed by each process: ");
```

```
for (int i=0; i<n; i++)
```

```
{
```

```
for (j=0; j<m; j++)
```

```
{
```

```
scanf("%d", &max[i][j]);
```

```
3
```

```
printf("Enter the allocated number of each type  
of resources needed by each process: ");
```

```
for (int i=0; i<n; i++) {
```

```
for (j=0; j<m; j++) {
```

```
scanf("%d", &all[i][j]);
```

```
} 3 0 0 0
```

```
printf("Enter the available number of each type of  
resources: "); 0 0 2
```

```
for (j=0; j<m; j++) { 0 0 2
```

```
scanf("%d", &avail[j]); 0 0 2
```

```
} 3 0 0 0
```

```

for (i=0; i<n; i++) {
    for (j=0; j<m; j++) {
        need[i][j] = max[i][j] - all[i][j];
    }
}

```

```

for (i=0; i<n; i++) {
    finish[i] = 0;
}

```

while (flag) {

```

flag = 0;
for (int i=0; i<n; i++) {
    c = 0;

```

```

    for (j=0; j<m; j++) {
    }

```

if ( $(finish[i] == 0 \& need[i][j] < ava[j])$ )

$c++;$

if ( $c == m$ )

```

        for (j=0; j<m; j++) {

```

$ava[j] += all[i][j];$

if ( $finish[i] == 1$ )

$flag = 1;$

}

if ( $finish[i] == 1$ )

if ( $i == n - 1$ )

g

g

g

g

$j = 0;$  take the earliest available date with zero

$flag = 0;$  no more time left between meetings

```

for (i=0; i<n; i++) {

```

if ( $finish[i] == 0$ ) {

```

    dead[j] = i;
    j++;
    flag = 1;
}
}
if (flag == 1)
}

```

```

printf("Deadlock has occurred:\n");
printf("The deadlock process are:\n");
for (i = 0; i < n; i++) {
    printf("P%d", dead[i]);
}
}
else
printf("No deadlock has occurred\n");
}

```

**OUTPUT:**

Enter the number of processes and number of types of resources:

5 3

Enter the maximum number of each type of resource needed by each process:

7 5 3

3 2 2

9 0 2

2 2 4

4 3 3

Enter the allocated number of each type of resource needed by each process:

0 1 0

2 0 0

3 0 2

2 3 1

0 0 2

Enter the available number of each type of resource:

3 3 2

No Deadlock has occurred.

~~8/3/1~~

03/07/24

classmate  
Date  
Page

### PROGRAM - 9

- Write a C program to simulate the following contiguous memory allocation techniques.
- (a) Worst-fit
  - (b) Best-fit
  - (c) First-fit.

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

```
struct Block {
```

```
    int block-no;  
    int block-size;  
    int is-free;
```

```
};
```

```
struct File {
```

```
    int file-no;  
    int file-size;
```

```
};
```

```
void firstFit(struct Block blocks[], int n-blocks,  
              struct File files[], int n-files)
```

~~printf("Memory management scheme - First Fit  
printf("File no : %d File size : %d Block no : %d Block size :  
 %d Fragment : %d");~~

```
for (int i=0; i<n-blocks; i++)  
    for (int j=0; j<n-blocks; j++)  
        if (blocks[j].is-free && blocks[j].block-size >  
            files[i].file-size)  
            blocks[j].is-free = 0;  
    printf("%d %d %d %d %d %d",  
          files[i].file-no, files[i].file-size,  
          blocks[j].block-no, blocks[j].block-size);
```

```
blocks[j].block_size = files[i].file_size);
break;
}
```

3. Identify different types of feedback  
9. Explain the concept of feedback

```
void WorstFit (struct Block blocks[], int n_blocks, struct File files[], int n_files) {
```

```
printf("Memory management scheme - Worst Fit\n");
printf("Fit No It Fit Size It Block no It Block size It
Fragment: \n");
```

*(The next section contains the discussion of the results.)*

```
for (int i=0 ; i < n_files ; i++) {
```

int max-fragment = -1;

```
for (int j = 0; j < n-blocks; j++) {
```

```
if (blocks[j].is-free && blocks[j].block-size  
=> files[i].file-size){
```

int fragment = blocks[i].block-size - files[i].

~~if file-size > max-fragment  
then add if fragment > max-fragment~~

worst-fit-block = j;

```
}  
if (worst-fit-block != -1) {
```

`blocks[ Worst-fit-block ].is_free = 0;`

```
printf("%d %d %d %d\n", files[i].
```

```
file_no, file_size, blocks[worst-fit-block].block_no, blocks[worst-fit-block].block_size, max_fragment);
```

3 *Streitende Söhne* (1905)

void bestFit (struct Block blocks[], int n\_blocks,  
 struct File files[], int n\_files);  
 printf("Memory management scheme - Best Fit")

```

for (int i=0; i<n_files; i++) {
    int best-fit-block = -1;
    int min-fragment = 10000;
    for (int j=0; j<n_blocks; j++) {
        if (blocks[j].is-free && blocks[j].block-size
            >= files[i].filesize) {
            int fragment_size=blocks[j].block-size-
                files[i].filesize;
            if (fragment_size < min-fragment) {
                min-fragment = fragment_size;
                best-fit-block = j;
            }
        }
    }
    if (best-fit-block != -1) {
        if (blocks[best-fit-block].is-free == 0);
        printf("%d %d %d %d %d %d\n", files[i].file-
            size, files[i].file-size, blocks[best-fit-block].block-
            size, blocks[best-fit-block].block-size, min-
            fragment);
    }
}
  
```

int main() {  
 struct Block blocks[10];  
 struct File files[10];  
 int n\_blocks, n\_files;  
 printf("Enter the number of blocks:");  
 scanf("%d", &n\_blocks);  
 printf("Enter the number of files:");  
 scanf("%d", &n\_files);  
 bestFit(blocks, files, n\_blocks, n\_files);  
}

```
struct fileBlock blocks[n-blocks];  
for (int i=0; i<n-blocks; i++) {  
    blocks[i].block-no = i+1;  
    printf("Enter the size of block %d: ", i+1);  
    scanf("%d", &blocks[i].block-size);  
    blocks[i].is-free = 1;
```

{

```
struct File files[n-files];  
for (int i=0; i<n-files; i++) {
```

```
    files[i].file-no = i+1;
```

```
    printf("Enter the size of file %d: ", i+1);  
    scanf("%d", &files[i].file-size);
```

{

```
firstFit(blocks, n-blocks, files, n-files);  
printf("\n");
```

```
for (int i=0; i<n-blocks; i++) {
```

```
    blocks[i].is-free = 1;
```

{

```
worstFit(blocks, n-blocks, files, n-files);  
printf("\n");
```

~~for (int i=0; i<n-blocks; i++) {~~ ~~blocks[i].is-free = 1;~~~~{~~~~bestFit(blocks, n-blocks, files, n-files);~~

```
return 0;
```

{

Output:

Enter the number of blocks : 3

Enter the number of files : 2

Enter the size of block 1 : 5

Enter the size of block 2 : 2

Enter the size of block 3 : 7

Enter the size of file 1 : 1

Enter the size of file 2 : 4

Memory management scheme - First Fit

| File-no: | File-size: | Block-No: | Block-size: | Frag: |
|----------|------------|-----------|-------------|-------|
| 1        | 1          | 1         | 5           | 4     |
| 2        | 4          | 3         | 7           | 3     |

Memory management scheme - Worst Fit

| File-No: | File-size: | Block-no: | Block-Size: | Frag: |
|----------|------------|-----------|-------------|-------|
| 1        | 1          | 3         | 7           | 6     |
| 2        | 4          | 1         | 5           | 1     |

Memory management scheme - Best Fit

| File NO: | File size: | Block No: | Block size: | Fragm: |
|----------|------------|-----------|-------------|--------|
| 1        | 1          | 2         | 2           | 1      |
| 2        | 4          | 1         | 5           | 1      |

10/07/24

## PROGRAM-10

Write a C program to simulate page replacement algorithms

(a) FIFO

(b) LRU

(c) Optimal

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

```
#include <limits.h>
```

```
#include <stdlib.h>
```

```
void fifo (int pages[], int n, int capacity) {
```

```
    int frame [capacity], index = 0, page-faults = 0;
```

```
    for (int i = 0 ; i < capacity ; i++)
```

```
        frame[i] = -1;
```

```
    for (int i = 0 ; i < n ; i++) {
```

```
        int found = 0;
```

```
        for (int j = 0 ; j < capacity ; j++) {
```

```
            if (frame[j] == pages[i]) {
```

```
                found = 1;
```

```
                break;
```

```
}
```

```
if (!found) {
```

```
    frame[index] = pages[i];
```

```
    index = (index + 1) % capacity;
```

```
    page-faults++;
```

```
    }
```

```
printf("frames : %d\n", frame);
printf("Total Page faults : %d\n", page-faults);
```

```
printf("Total Page faults (using FIFO) : %d\n", page-faults);
```

```

void print_frames(int frame[], int capacity, int
                  page-faults) {
    for (int i=0; i<capacity; i++) {
        if (frame[i] == -1) {
            printf("- ");
        }
        else {
            printf("%d ", frame[i]);
        }
    }
    if (page-faults > 0)
        printf(" PF No. %d", page-faults);
    printf("\n");
}

```

```

void lru(int pages[], int n, int capacity) {
    int frame[capacity], counter[capacity], time=0;
    page-faults=0;
    for (int i=0; i<capacity; i++)
        frame[i]=-1;
    for (int i=0; i<n; i++) {
        counter[i]=0;
        printf(" LRU Page replacement processes: \n");
        for (int j=0; j<capacity; j++) {
            if (frame[j] == pages[i]) {
                found=j;
                break;
            }
        }
        if (!found) {
            int min = INT_MAX, min_index = -1;
            for (int j=0; j<capacity; j++) {

```

```
if (counter[j] < min) {
```

```
    min = counter[j];
```

```
    min_index = j;
```

g

}

```
frame[min_index] = pages[i];
```

```
counter[min_index] = time + 1;
```

```
page-faults++;
```

g

```
print_frames(frame, capacity, found ? 0 : page-faults);
```

g

```
printf("Total Page Faults using LRU : %d\n", page-faults);
```

```
void optimal(int pages[], int n, int capacity) {
```

```
    int frame[capacity], page-faults = 0;
```

```
    for (int i = 0; i < capacity; i++) frame[i] = -1;
```

```
    frame[i] = -1;
```

~~for (int i = 0; i < n; i++) {~~

```
        printf("Optimal : page Replacement Process :\n");
```

```
        for (int i = 0; i < n; i++) {
```

```
            int found = 0;
```

```
            for (int j = 0; j < capacity; j++) {
```

```
                if (frame[j] == pages[i]) {
```

~~found = 1; // mark it as found~~

~~break; // exit the loop~~

~~} // if found then update the frame~~

~~} // if found then update the frame~~

```
        if (!found) {
```

```
            int index = -1;
```

```
            for (int j = 0; j < capacity; j++) {
```

```
                int k; // for the current frame
```

```
                for (k = i + 1; k < n; k++) {
```

```
                    if (frame[j] == pages[k])
```

break;

g

```
    if (k > farthest) {
```

```
        farthest = k;
```

```
        index = j;
```

```
}
```

```
}
```

```
if (index == -1) {
```

```
    for (int j = 0; j < capacity; j++) {
```

```
        if (frame[j] == -1) {
```

```
            index = j;
```

```
            break;
```

```
}
```

```
y
```

```
frame[index] = page[i];
```

```
page_faults++;
```

```
print_frames(frame, capacity, found ? 0 : page-faults);
```

```
y
```

```
printf("Total Page faults using Optimal: %d\n\n",
```

```
page_faults);
```

```
g
```

```
int main() {
```

```
    int n, capacity;
```

```
    printf("Enter the number of pages: ");
```

```
    scanf("%d", &n);
```

```
    int *pages = (int *)malloc(n * sizeof(int));
```

```
    printf("Enter the pages: ");
```

```
    for (int i = 0; i < n; i++) {
```

```
        scanf("%d", &pages[i]);
```

```
    printf("Enter the frame capacity: ");
```

```
    scanf("%d", &capacity);
```

```
    printf("\n Pages: ");
```

```
    for (int i = 0; i < n; i++) {
```

```
for (int i = 0; i < n; i++) {
    printf("%d", pages[i]);
    printf("\n\n");
}
```

total(pages, n, capacity);

fnl(pages, n, capacity);

optimal(pages, n, capacity);

free(pages)  
scheme 0;

3

OUTPUT:

Enter the number of pages: 20

Enter the pages: 7, 0, 1, 2, 0, 3, 0, 4, 2, 3, 0, 3, 2, 1, 2, 0, 1, 7, 0, 1

Enter the frame capacity: 3.

Pages: 7 0 1 2 0 3 0 4 2 3 0 3 2 1 2 0 1 7 0 1

FIFO Page Replacement Process:

7 - PF NO. 1

7 0 - PF NO. 2

7 0 1 PF NO. 3

2 0 1 PF NO. 4

2 3 1 PF NO. 5

2 3 0 PF NO. 6

4 3 0 PF NO. 7

4 2 0 PF NO. 8

4 2 3 PF NO. 9

0 2 3 PF NO. 10

0 2 3

0 2 3

013 PF NO. 11

O 12 PF NO. 12

012

012

732 PF NO:13

702 PF NO. 14

701 PF NO:15

Total Page Faults using FIFO : 15

## LRU Page replacement process:

7 - - PF NO.1

O - - PF NO-2

O 1 - PF NO. 3

0312 PF NO. 4

0 1 2

0 3 2 PF.NOS

0 3 2 0 6 0 6

0 3 4 PF NO.6

8 24 PF NO. 7

3 2 4 PF NO. 8

3 2 8 PF NO. 1

3 2 0

3 2 1 PE 118-10

2 2 1

P 2 1 PE Alp 11

0 2 1

07 + PE No. 12

0 7 1

0 7 1

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Total Page Faults using LRU = 12

optimal page replacement process:

7 - - PF NO. 1

7 0 - PF NO. 2

7 0 1 PF NO. 3

2 0 1 PF NO. 4

2 0 1

2 0 3 PF NO. 5

2 0 3

2 4 3 PF NO. 6

2 4 3

2 4 3

2 0 3 PF NO. 7

2 0 3

2 0 3

2 0 1 PF NO. 8

2 0 1

2 0 1

2 0 1

7 0 1 PF NO. 9

7 0 1

7 0 1

Total Page Faults using optimal : 9

~~8~~ 10/1  
complete