3. C-look

```
#include <stdio.h>
#include <stdlib.h>
int main()
{
 int RQ[100], i, j, n, TotalHeadMoment = 0, initial, size, move;
 printf("Enter the number of Requests\n");
 scanf("%d", &n);
 printf("Enter the Requests sequence\n");
 for (i = 0; i < n; i++)
 scanf("%d", &RQ[i]);
 printf("Enter initial head position\n");
 scanf("%d", &initial);
 printf("Enter total disk size\n");
 scanf("%d", &size);
 printf("Enter the head movement direction for high 1 and for low 0\n");
 scanf("%d", &move);
 // logic for C-look disk scheduling
 /*logic for sort the request array */
 for (i = 0; i < n; i++)
 {
 for (j = 0; j < n - i - 1; j++)
 if (RQ[j] > RQ[j + 1])
 {
```

```
int temp;
temp = RQ[j];
RQ[j] = RQ[j + 1];
RQ[j + 1] = temp;
}
}
int index;
for (i = 0; i < n; i++)
{
if (initial < RQ[i])
{
index = i;
break;
}
}
// if movement is towards high value
if (move == 1)
{
for (i = index; i < n; i++)
{
TotalHeadMoment = TotalHeadMoment + abs(RQ[i] - initial);
initial = RQ[i];
}
for (i = 0; i < index; i++)
```

```
{
 TotalHeadMoment = TotalHeadMoment + abs(RQ[i] - initial);
 initial = RQ[i];
 }
 }
 // if movement is towards low value
 else
 {
 for (i = index - 1; i >= 0; i--)
 TotalHeadMoment = TotalHeadMoment + abs(RQ[i] - initial);
 initial = RQ[i];
 }
 for (i = n - 1; i >= index; i--)
 TotalHeadMoment = TotalHeadMoment + abs(RQ[i] - initial);
 initial = RQ[i];
 }
 }
 printf("Total head movement is %d", TotalHeadMoment);
 return 0;
}
OUTPUT:
```

