Implement the C program for CPU Scheduling Algorithms: Shortest Job First (Preemptive) and Round Robin with different arrival time.

## 1. Shortest Job First

```
#include<stdio.h>
void main()
int i,j,n,bu[10],wa[10],tat[10],t,ct[10],max;
float awt=0,att=0,temp=0;
printf("\nTo write a C program to implement Round Robin CPU scheduling
algorithm.s\n'");
printf("Enter the no of processes -- ");
scanf("%d",&n);
for(i=0;i<n;i++)
printf("\nEnter Burst Time for process %d -- ", i+1);
scanf("%d",&bu[i]);
ct[i]=bu[i];
}
printf("\nEnter the size of time slice -- ");
scanf("%d",&t);
max=bu[0];
for(i=1;i < n;i++)
if(max<bu[i])
max=bu[i];
for(j=0;j<(max/t)+1;j++)
for(i=0;i<n;i++)
if(bu[i]!=0)
if(bu[i]<=t) {
tat[i]=temp+bu[i];
temp=temp+bu[i];
bu[i]=0;
}
else {
bu[i]=bu[i]-t;
temp=temp+t;
}
for(i=0;i< n;i++)
wa[i]=tat[i]-
ct[i]; att+=tat[i];
awt = wa[i];
```

printf("\n\tPROCESS\t BURST TIME \t WAITING TIME\tTURNAROUND

```
TIME\n");
for(i=0;i<n;i++)
printf("\t%d\t %d\t\t %d\n",i+1,ct[i],wa[i],tat[i]);
printf("\nThe Average Turnaround time is -- %f",att/n);
printf("\nThe Average Waiting time is -- %f ",awt/n);
}
/*
OUTPUT
```

To write a C program to implement Round Robin CPU scheduling algorithm.s

Enter the no of processes -- 4

Enter Burst Time for process 1 -- 3

Enter Burst Time for process 2 -- 6

Enter Burst Time for process 3 -- 4

Enter Burst Time for process 4 -- 2

Enter the size of time slice -- 2

PRO	CESS	BURST	TIME	WAITING TIME	TURNAROUND TIME
1	3	6	9		
2	6	9	15		
3	4	9	13		
4	2	6	8		

The Average Turnaround time is -- 11.250000 The Average Waiting time is -- 7.500000

Process exited after 19.63 seconds with return value 41

Press any key to continue . . .

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## 2. Round Robin

```
#include<stdio.h>
void main()
{
int i,j,n,bu[10],wa[10],tat[10],t,ct[10],max;
float awt=0,att=0,temp=0;
```

printf("\nTo write a C program to implement Round Robin CPU scheduling algorithm.s\n\n");

```
printf("Enter the no of processes -- ");
scanf("%d",&n);
for(i=0;i<n;i++)
printf("\nEnter Burst Time for process %d -- ", i+1);
scanf("%d",&bu[i]);
ct[i]=bu[i];
printf("\nEnter the size of time slice -- ");
scanf("%d",&t);
max=bu[0];
for(i=1;i<n;i++)
if(max<bu[i])
max=bu[i];
for(j=0;j<(max/t)+1;j++)
for(i=0;i< n;i++)
if(bu[i]!=0)
if(bu[i] \le t) {
tat[i]=temp+bu[i];
temp=temp+bu[i];
bu[i]=0;
}
else {
bu[i]=bu[i]-t;
temp=temp+t;
for(i=0;i< n;i++)
wa[i]=tat[i]-
ct[i]; att+=tat[i];
awt+=wa[i];}
printf("\n\tPROCESS\t BURST TIME \t WAITING TIME\tTURNAROUND
TIME(n");
for(i=0;i<n;i++)
printf("\t%d \t %d \t\t %d \t\t %d \n",i+1,ct[i],wa[i],tat[i]);
printf("\nThe Average Turnaround time is -- %f",att/n);
printf("\nThe Average Waiting time is -- %f ",awt/n);
OUTPUT
To write a C program to implement Round Robin CPU scheduling algorithm.s
```

Enter the no of processes -- 4

Enter Burst Time for process 1 -- 3

Enter Burst Time for

process 2 -- 6 Enter Burst

Time for process 3 -- 4

Enter Burst Time for

process 4 -- 2 Enter the

size of time slice -- 2

PRO	CESS	BURST TIME		WAITING TIME	TURNAROUND TIME
1	3	6	9		
2	6	9	15		
3	4	9	13		
4	2	6	8		

The Average Turnaround time is -- 11.250000 The Average Waiting time is -- 7.500000

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Process exited after 19.63 seconds with return value 41 Press any key to continue . . . \*/