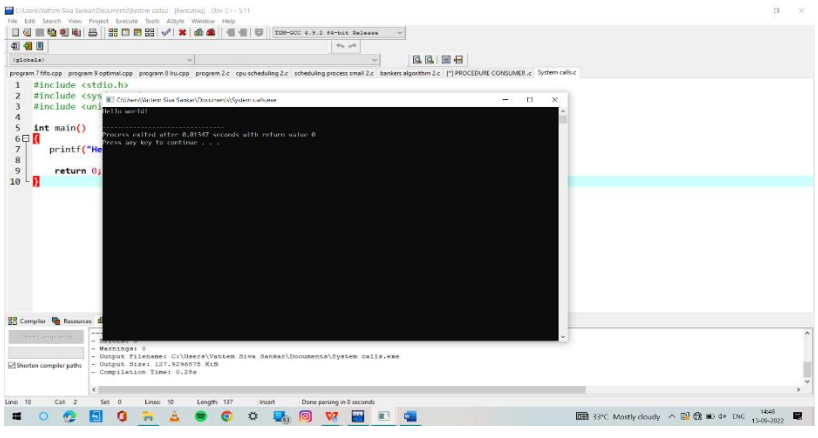
1.Create a new process by invoking the appropriate system call. Get the process identifier of the currently running process and its respective parent using system calls and display the same using a C program.

Program:

```
#include <stdio.h>

#include <sys/types.h>

#include <unistd.h>


int main()

{

  printf("Hello world!\n");

  return 0;

}
```

Output:



2.Identify the system calls to copy the content of one file to another and illustrate the same using a C program.

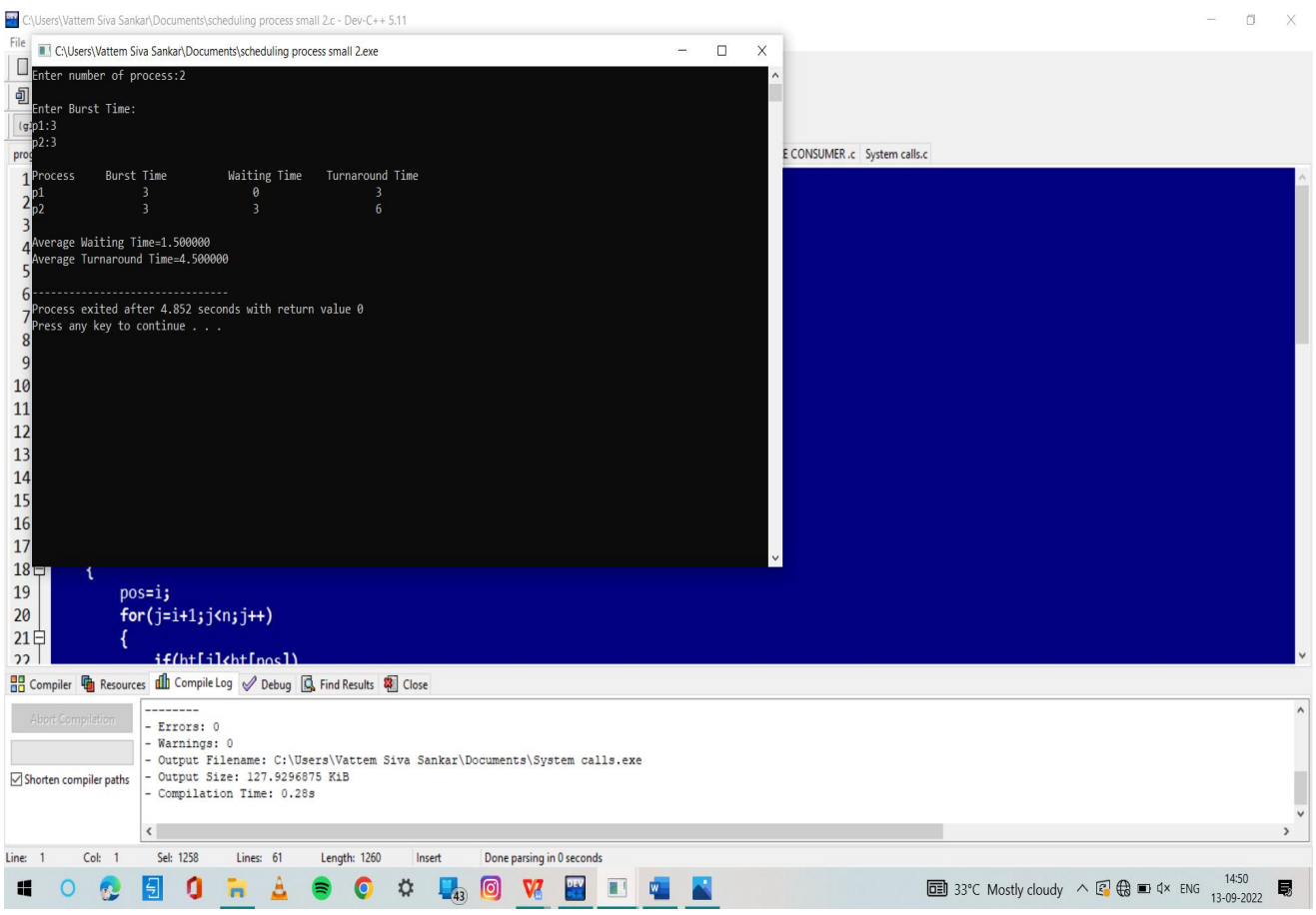
Program:

```
#include<stdio.h>


int main()

{

   int bt[20],p[20],wt[20],tat[20],i,j,n,total=0,pos,temp;

   float avg_wt,avg_tat;
```

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

printf("\nEnter Burst Time:\n");
for(i=0;i<n;i++)
{
   printf("p%d:",i+1);
   scanf("%d",&bt[i]);
   p[i]=i+1;
}
for(i=0;i<n;i++)
{
   pos=i;
   for(j=i+1;j<n;j++)
   {
      if(bt[j]<bt[pos])
         pos=j;
   }

   temp=bt[i];
   bt[i]=bt[pos];
   bt[pos]=temp;

   temp=p[i];
   p[i]=p[pos];
   p[pos]=temp;
}

wt[0]=0;

for(i=1;i<n;i++)
{
   wt[i]=0;
   for(j=0;j<i;j++)
      wt[i]+=bt[j];

   total+=wt[i];
}

avg_wt=(float)total/n;
total=0;

printf("\nProcess\t    Burst Time    \tWaiting Time\tTurnaround Time");
for(i=0;i<n;i++)
{
```

```
    tat[i]=bt[i]+wt[i];
    total+=tat[i];
    printf("\np%d\t\t  %d\t\t    %d\t\t\t%d",p[i],bt[i],wt[i],tat[i]);
  }

  avg_tat=(float)total/n;
  printf("\n\nAverage Waiting Time=%f",avg_wt);
  printf("\nAverage Turnaround Time=%f\n",avg_tat);
}
```

Output:



3. . DESIGN A CPU SCHEDULING PROGRAM WITH C USING FIRST COME FIRST SERVED TECHNIQUE WITH THE FOLLOWING CONSIDERATIONS.

A. ALL PROCESSES ARE ACTIVATED AT TIME 0.

B. ASSUME THAT NO PROCESS WAITS ON I/O DEVICES.

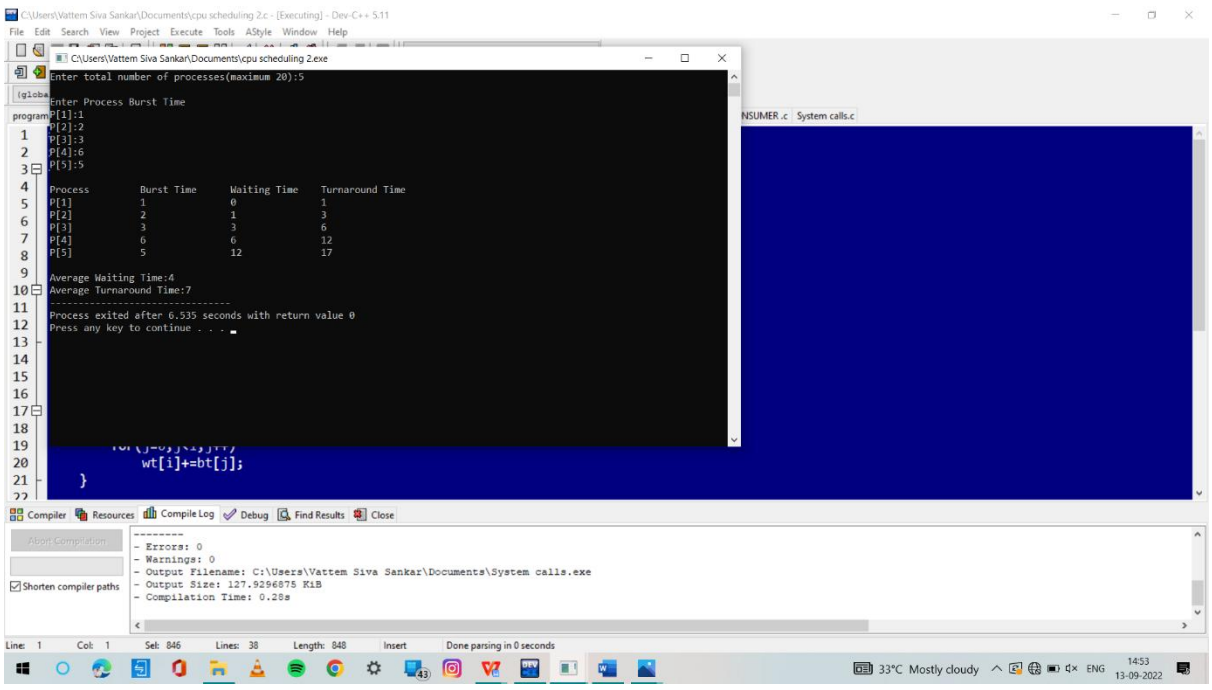
PROGRAM:

```
#include<stdio.h>

int main()

{

   int n,bt[20],wt[20],tat[20],avwt=0,avtat=0,i,j;
```

```
printf("Enter total number of processes(maximum 20):");

scanf("%d",&n);



printf("\nEnter Process Burst Time\n");

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

{

   printf("P[%d]:",i+1);

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

}

wt[0]=0;

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

{

   wt[i]=0;

   for(j=0;j<i;j++)

      wt[i]+=bt[j];

}



printf("\nProcess\t\tBurst Time\tWaiting Time\tTurnaround Time");

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

{

   tat[i]=bt[i]+wt[i];

   avwt+=wt[i];

   avtat+=tat[i];

   printf("\nP[%d]\t\t%d\t\t%d\t\t%d",i+1,bt[i],wt[i],tat[i]);

}



avwt/=i;

avtat/=i;

printf("\n\nAverage Waiting Time:%d",avwt);

printf("\nAverage Turnaround Time:%d",avtat);
```

```
    return 0;

}
```

Output:



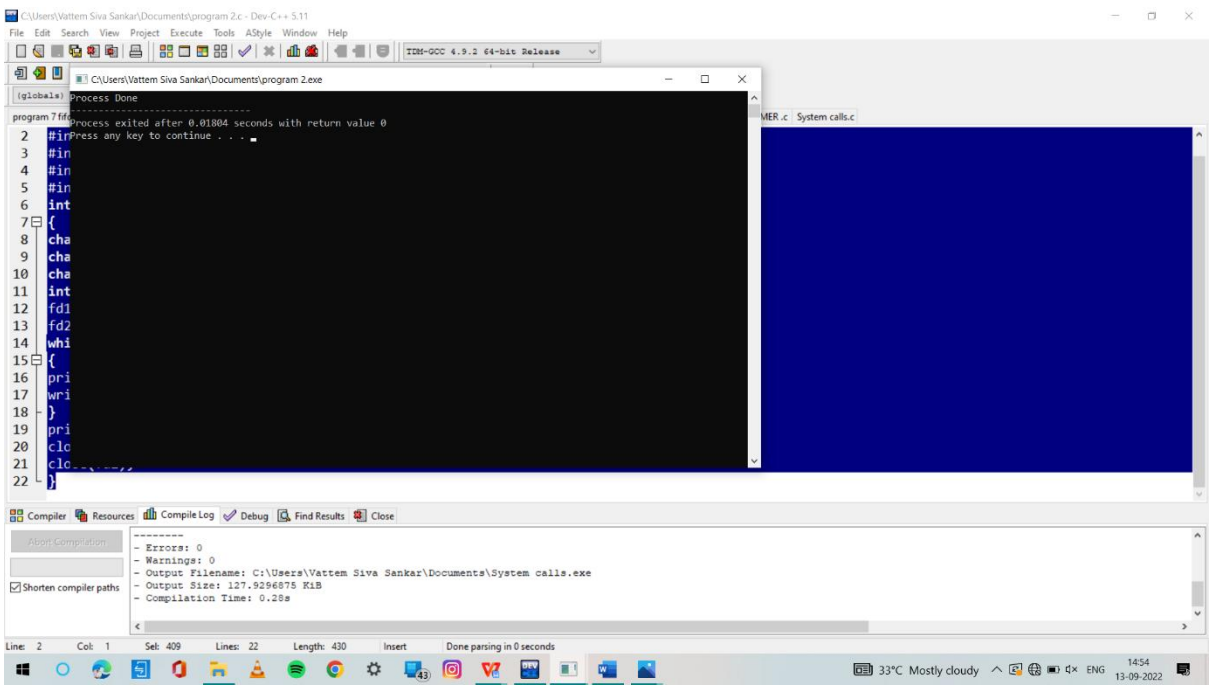
4. . Construct a scheduling program with C that selects the waiting process with the smallest execution time to execute next.

PROGRAM:

```
. #include<sys/types.h>

#include<fcntl.h>

#include<stdlib.h>

#include<string.h>

int main(int args,char *ar[])

{

char *source=ar[1];

char *dest="def.txt";

char *buf=(char *)malloc(sizeof(char)*120);

int fd1,fd2;

fd1=open(source,O_CREAT,0744);

fd2=open(dest,O_CREAT,0744);

while(read(fd1,buf,120)!=-1)

{
```

```
printf("%s",buf);

write(fd2,buf,120);

}

printf("Process Done");

close(fd1);

close(fd2);

}
```

Output:



5. Illustrate the deadlock avoidance concept by simulating Banker's algorithm with C.

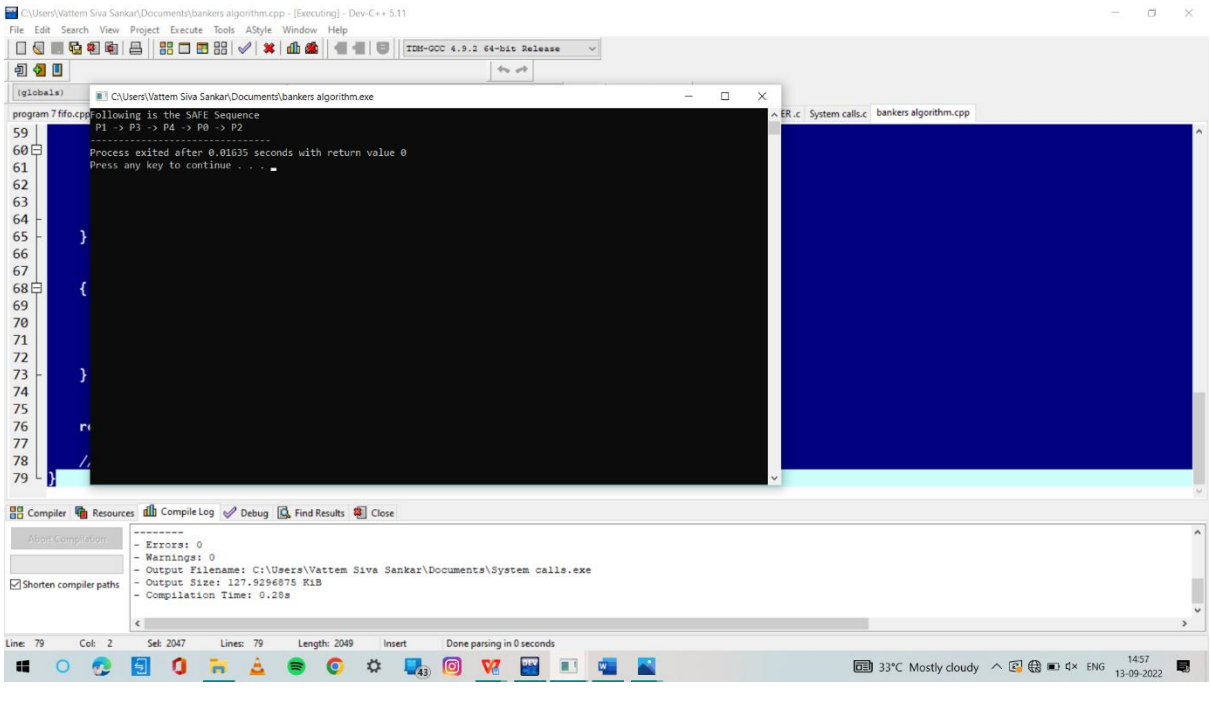
Program:

```
#include <stdio.h>

int main()

{

   // P0, P1, P2, P3, P4 are the Process names here

int n, m, i, j, k;

n = 5; // Number of processes

m = 3; // Number of resources

int alloc[5][3] = { { 0, 1, 0 }, // P0    // Allocation Matrix

                { 2, 0, 0 }, // P1

                { 3, 0, 2 }, // P2

                { 2, 1, 1 }, // P3

                { 0, 0, 2 } }; // P4


int max[5][3] = { { 7, 5, 3 }, // P0    // MAX Matrix

               { 3, 2, 2 }, // P1

               { 9, 0, 2 }, // P2

               { 2, 2, 2 }, // P3
```

```
                { 4, 3, 3 } }; // P4

int avail[3] = { 3, 3, 2 }; // Available Resources

int f[n], ans[n], ind = 0;
for (k = 0; k < n; k++) {
   f[k] = 0;
}
int need[n][m];
for (i = 0; i < n; i++) {
   for (j = 0; j < m; j++)
      need[i][j] = max[i][j] - alloc[i][j];
}
int y = 0;
for (k = 0; k < 5; k++) {
   for (i = 0; i < n; i++) {
      if (f[i] == 0) {

         int flag = 0;
         for (j = 0; j < m; j++) {
            if (need[i][j] > avail[j]){
               flag = 1;
                break;
            }
         }

         if (flag == 0) {
            ans[ind++] = i;
            for (y = 0; y < m; y++)
               avail[y] += alloc[i][y];
            f[i] = 1;
          }
       }
    }
}

  int flag = 1;

  for(int i=0;i<n;i++)
{
  if(f[i]==0)
  {
    flag=0;
     printf("The following system is not safe");
    break;
```

```
  }
}


  if(flag==1)
{
  printf("Following is the SAFE Sequence\n");
  for (i = 0; i < n - 1; i++)
    printf(" P%d ->", ans[i]);
  printf(" P%d", ans[n - 1]);
}



return (0);

}
```

Output:



6. Construct a C program to simulate producer-consumer problem using semaphores..

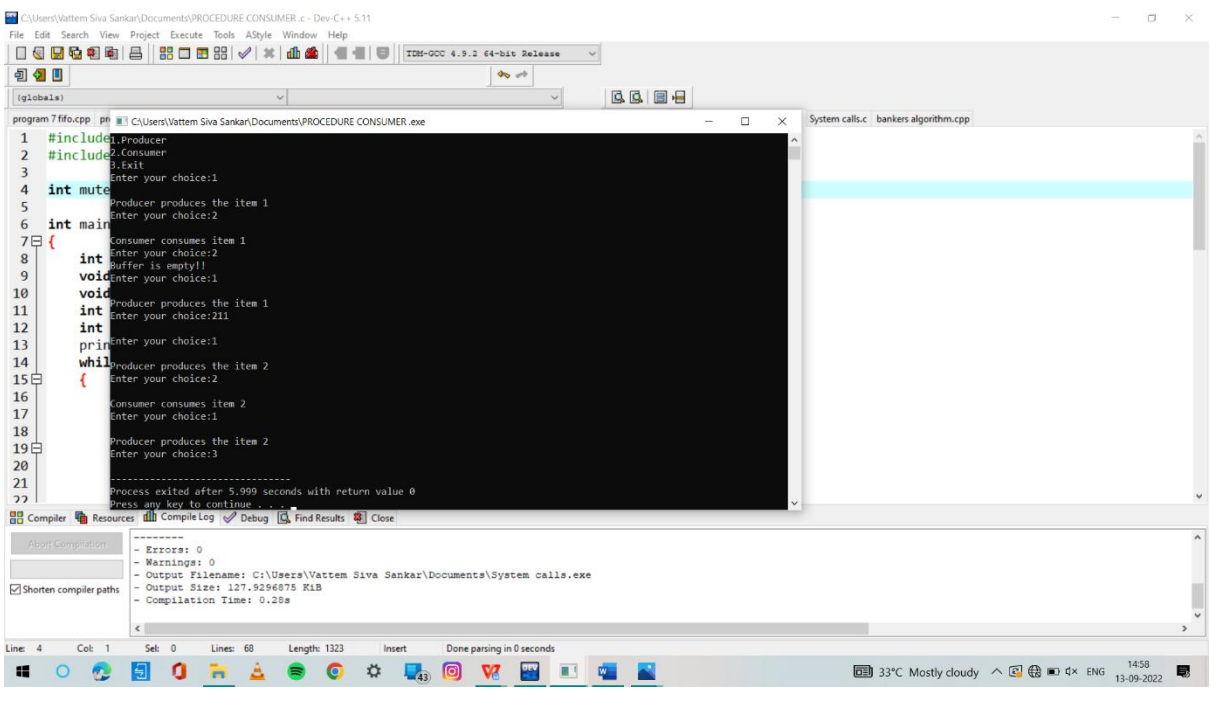
Program:

```
#include<stdio.h>

#include<stdlib.h>


int mutex=1,full=0,empty=3,x=0;
```

```
int main()
{
   int n;
   void producer();
   void consumer();
   int wait(int);
   int signal(int);
   printf("\n1.Producer\n2.Consumer\n3.Exit");
   while(1)
   {
      printf("\nEnter your choice:");
      scanf("%d",&n);
      switch(n)
      {
      case 1:   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;
   }
}

return 0;
}

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("\nProducer produces the item %d",x);
    mutex=signal(mutex);
}

void consumer()
{
    mutex=wait(mutex);
    full=wait(full);
    empty=signal(empty);
    printf("\nConsumer consumes item %d",x);
    x--;
    mutex=signal(mutex);
}
```

Output:



7. . Construct a C program to simulate the First in First Out paging technique of memory management.

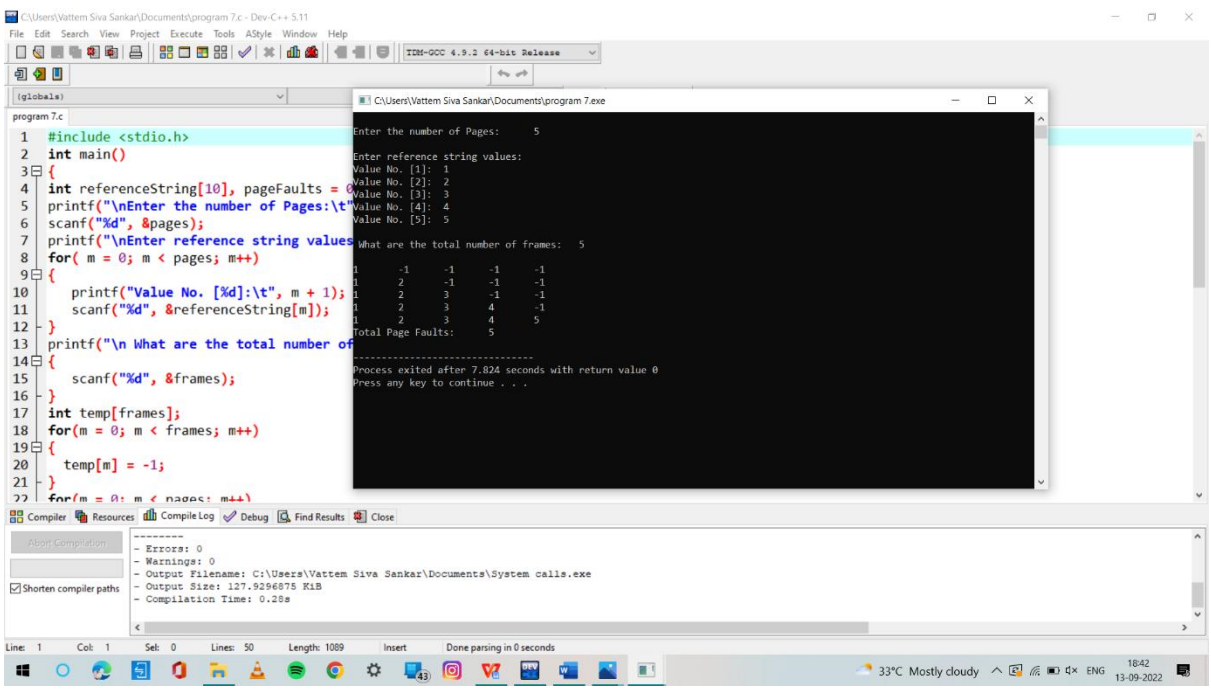
Program:

```
#include <stdio.h>

int main()

{

int referenceString[10], pageFaults = 0, m, n, s, pages, frames;
```

```
printf("\nEnter the number of Pages:\t");
scanf("%d", &pages);
printf("\nEnter reference string values:\n");
for( m = 0; m < pages; m++)
{
   printf("Value No. [%d]:\t", m + 1);
   scanf("%d", &referenceString[m]);
}
printf("\n What are the total number of frames:\t");
{
   scanf("%d", &frames);
}
int temp[frames];
for(m = 0; m < frames; m++)
{
  temp[m] = -1;
}
for(m = 0; m < pages; m++)
{
  s = 0;
  for(n = 0; n < frames; n++)
   {
   if(referenceString[m] == temp[n])
      {
        s++;
        pageFaults--;
      }
}
pageFaults++;
if((pageFaults <= frames) && (s == 0))
   {
```

```
    temp[m] = referenceString[m];
  }
else if(s == 0)
  {
    temp[(pageFaults - 1) % frames] = referenceString[m];
  }
  printf("\n");
  for(n = 0; n < frames; n++)
   {
     printf("%d\t", temp[n]);
    }
}
printf("\nTotal Page Faults:\t%d\n", pageFaults);
return 0;
}
```

Output:



8. . Construct a C program to simulate the Least Recently Used paging technique of memory management.

Program:

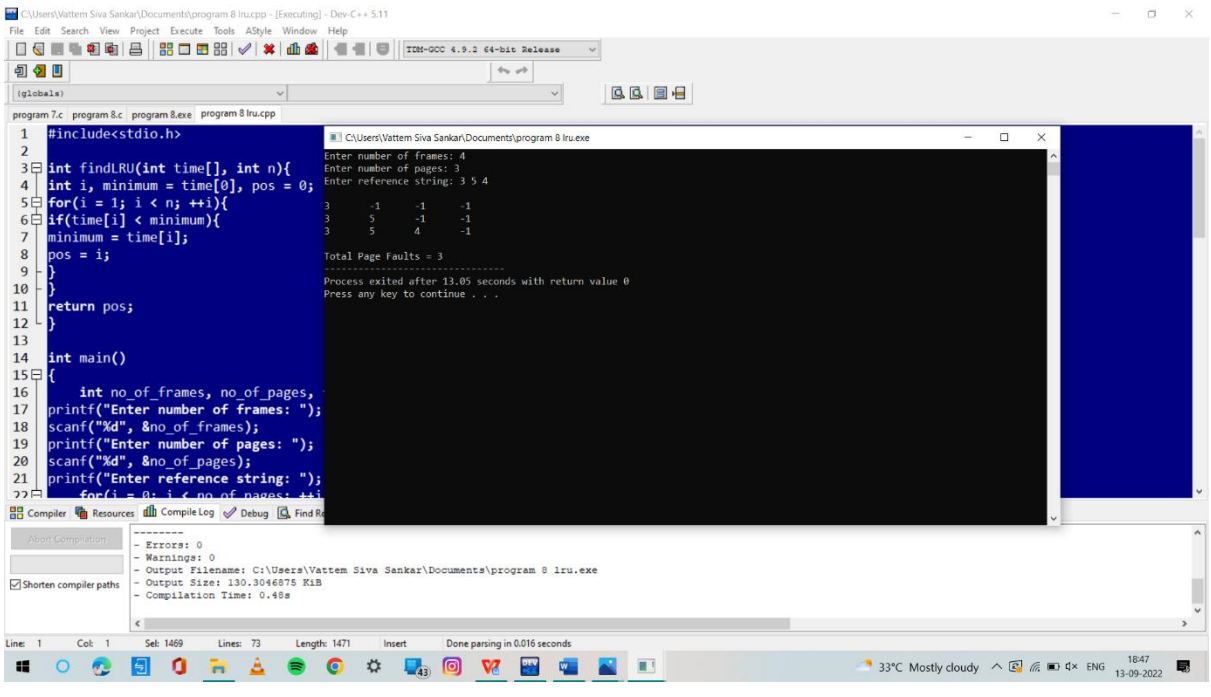
```
#include<stdio.h>
```

```
int findLRU(int time[], int n){

int i, minimum = time[0], pos = 0;

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

if(time[i] < minimum){

minimum = time[i];

pos = i;

}

}

return pos;

}



int main()

{

    int no_of_frames, no_of_pages, frames[10], pages[30], counter = 0, time[10], flag1, flag2, i, j, pos, faults = 0;

printf("Enter number of frames: ");

scanf("%d", &no_of_frames);

printf("Enter number of pages: ");

scanf("%d", &no_of_pages);

printf("Enter reference string: ");

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

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

    }



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

     frames[i] = -1;

    }



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

     flag1 = flag2 = 0;
```

```
  for(j = 0; j < no_of_frames; ++j){
  if(frames[j] == pages[i]){
  counter++;
  time[j] = counter;
flag1 = flag2 = 1;
break;
}
  }
    if(flag1 == 0){
for(j = 0; j < no_of_frames; ++j){
    if(frames[j] == -1){
    counter++;
    faults++;
    frames[j] = pages[i];
    time[j] = counter;
    flag2 = 1;
    break;
    }
    }
    }
if(flag2 == 0){
pos = findLRU(time, no_of_frames);
counter++;
faults++;
frames[pos] = pages[i];
time[pos] = counter;
}
```

```
    printf("\n");


    for(j = 0; j < no_of_frames; ++j){
    printf("%d\t", frames[j]);
    }
}
printf("\n\nTotal Page Faults = %d", faults);


   return 0;
}
```

Output:



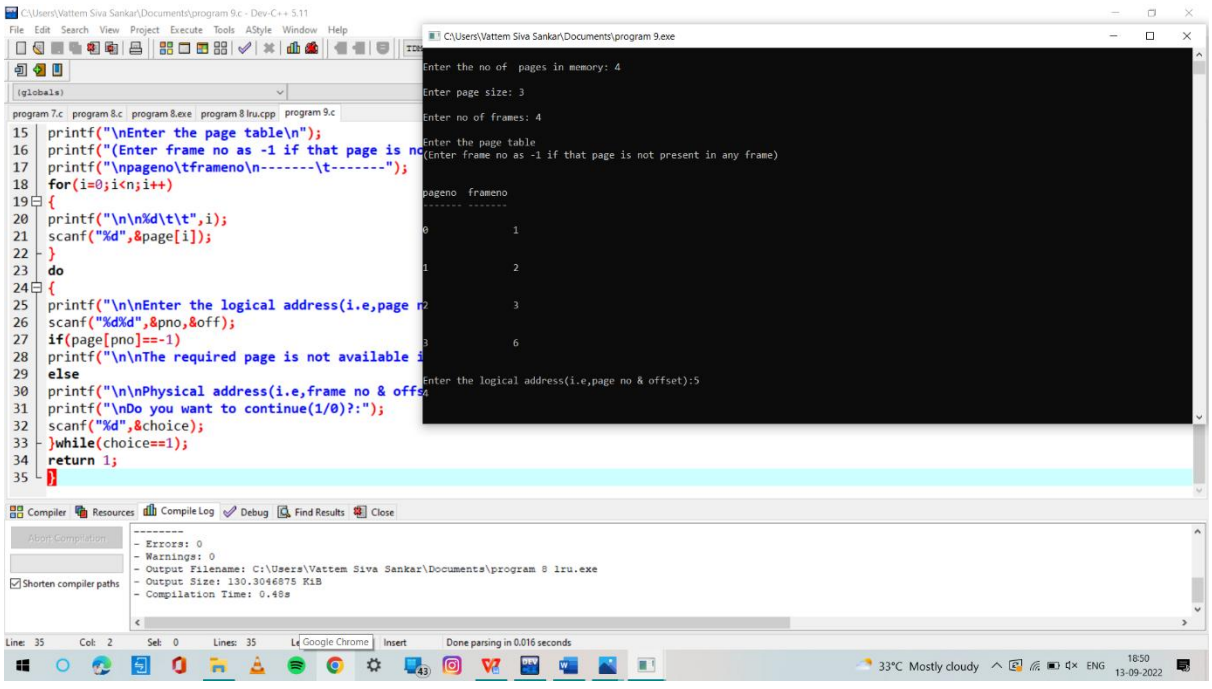
9. Construct a C program to simulate the optimal paging technique of memory management.

Program:

```
#include<stdio.h>

#define MAX 50

int main()

{

int page[MAX],i,n,f,ps,off,pno;

int choice=0;
```

```
printf("\nEnter the no of  pages in memory: ");

scanf("%d",&n);

printf("\nEnter page size: ");

scanf("%d",&ps);

printf("\nEnter no of frames: ");

scanf("%d",&f);

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

page[i]=-1;

printf("\nEnter the page table\n");

printf("(Enter frame no as -1 if that page is not present in any frame)\n\n");

printf("\npageno\tframeno\n-------\t-------");

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

{

printf("\n\n%d\t\t",i);

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

}

do

{

printf("\n\nEnter the logical address(i.e,page no & offset):");

scanf("%d%d",&pno,&off);

if(page[pno]==-1)

printf("\n\nThe required page is not available in any of frames");

else

printf("\n\nPhysical address(i.e,frame no & offset):%d,%d",page[pno],off);

printf("\nDo you want to continue(1/0)?:");

scanf("%d",&choice);

}while(choice==1);

return 1;

}
```

Output:


C:\Users\Vattem Siva Sankar\Documents\program 9.c - Dev-C++ 5.11
File Edit Search View Project Execute Tools AStyle Window Help
(globals)
program 7.c program 8.c program 8.exe program 8 lru.cpp program 9.c
15 printf("\nEnter the page table\n");
16 printf("(Enter frame no as -1 if that page is no
17 printf("\npageno\tframeno\n-------\t-------");
18 for(i=0;i<n;i++)
19 {
20 printf("\n\n%d\t\t",i);
21 scanf("%d",&page[i]);
22 }
23 do
24 {
25 printf("\n\nEnter the logical address(i.e,page n
26 scanf("%d%d",&pno,&off);
27 if(page[pno]==-1)
28 printf("\n\nThe required page is not available i
29 else
30 printf("\n\nPhysical address(i.e,frame no & offs
31 printf("\nDo you want to continue(1/0)?:");
32 scanf("%d",&choice);
33 }while(choice==1);
34 return 1;
35 }
C:\Users\Vattem Siva Sankar\Documents\program 9.exe
Enter the no of pages in memory: 4
Enter page size: 3
Enter no of frames: 4
Enter the page table
(Enter frame no as -1 if that page is not present in any frame)
pageno frameno
0 1
1 2
2 3
3 6
Enter the logical address(i.e,page no & offset):5
Compiler Resources Compile Log Debug Find Results Close
Abort Compilation
Shorten compiler paths
- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\Vattem Siva Sankar\Documents\program 8 lru.exe
- Output Size: 130.3046875 KiB
- Compilation Time: 0.48s
Line: 35 Col: 2 Sel: 0 Lines: 35 Google Chrome Insert Done parsing in 0.016 seconds
33°C Mostly cloudy ENG 18:50 13-09-2022