

OS LAB MANUAL

(CS23431)

Lab:3

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EX.NO:6A

FIRST COME FIRST SERVE

Aim: FIRST COME FIRST SERVE To implement First-come First- serve (FCFS) scheduling technique

Program:

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

```
int main() {
```

```
    int n, i;
```

```
    int burst_time[10], waiting_time[10], turnaround_time[10];
```

```
    int total_waiting_time = 0, total_turnaround_time = 0;
```

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

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

```
    printf("Enter the burst time of the processes:\n");
```

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

```
        printf("Process %d: ", i);
```

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

```
    }
```

```
    waiting_time[0] = 0;
```

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

```
        waiting_time[i] = burst_time[i - 1] + waiting_time[i - 1];
```

```
    }
```

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

```
        turnaround_time[i] = burst_time[i] + waiting_time[i];
```

```

    }

    printf("\nProcess\tBurst Time\tWaiting Time\tTurn Around Time\n");

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

        printf("%d\t%d\t\t%d\t\t%d\n", i, burst_time[i], waiting_time[i], turnaround_time[i]);

    }

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

        total_waiting_time += waiting_time[i];

        total_turnaround_time += turnaround_time[i];

    }

    printf("\nAverage waiting time is: %.2f", (float)total_waiting_time / n);

    printf("\nAverage Turnaround Time is: %.2f\n", (float)total_turnaround_time / n);


    return 0;

}

```

Input:

```

Enter the number of processes: 4
Enter the burst time of the processes:
Process 0: 5
Process 1: 7
Process 2: 9
Process 3: 7

```

OUTPUT:

Process	Burst Time	Waiting Time	Turn Around Time
0	5	0	5
1	7	5	12
2	9	12	21
3	7	21	28

Average Waiting Time: 9.50
Average Turnaround Time: 16.50