

- 3) Write a C program to simulate multi-level queue scheduling algorithm considering the following scenario, all the processes in the system are divided into two categories - System processes and User processes. System processes are to be given higher priority than user processes. Use FCFS scheduling for the processes in each queue.

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

```
void main()
```

```
{
```

```
    int p[20], bt[20], su[20], wt[20], tat[20],  
        at[20], ct[20], i, k, n, temp;
```

```
    float wtaug, dtaug;
```

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

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

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

```
    {
```

```
        p[i]=i;
```

```
        printf("Enter the Arrival time of process %d -",
```

```
            i);
```

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

```
        printf("Enter the Burst time of process
```

```
            %d --- ", i);
```

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

```
        printf("System/User Process (0/1)? --- ");
```

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

```
    }
```

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

```
    {
```

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

```
if (at[i] < at[k] || (at[i] == at[k] &&
    su[i] > su[k])) {
```

```
    temp = p[i];
```

```
    p[i] = p[k];
```

```
    p[k] = temp;
```

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

```
    bt[i] = bt[k];
```

```
    bt[k] = temp;
```

```
    temp = su[i];
```

```
    su[i] = su[k];
```

```
    su[k] = temp;
```

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

```
    at[i] = at[k];
```

```
    at[k] = temp;
```

```
}
```

```
}
```

```
}
```

```
Wtavg = wt[0] = 0;
```

```
datavg = dat[0] = bt[0];
```

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

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

```
    if (ct[i-1] < at[i]) {
```

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

```
    } else {
```

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

```
    }
```

```
    wt[i] = (ct[i] - at[i] - bt[i]);
```

```
    dat[i] = (ct[i] - at[i]);
```

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

```
    datavg += dat[i];
```

```
printf("\n Process\t\t Arrival Time\t System /  
USER Process\t Burst time\t Waiting
```





Average casting Time is --- 4.250000  
Average Turnaround Time is --- 7.000000

~~Sum~~  
5/6/24