

16/5/2024

(Non-preemptive)

Write a C Program to simulate the following non pre-emptive CPU scheduling algorithm to find turnaround time (and) waiting

1) FCFS

2) SJF (Non-preemptive)

1)

//Program for FCFS

#include <stdio.h>

void main() { P:3 + C:2 + G:1 } { main }

{ int p[10], at[10], bt[10], ct[10], tat[10], wt[10],

i, j, l, temp, p = 0, n; } { at[10] = bt[10] = ct[10] = 0; }

float awt = 0, atat = 0; } { awt = 0, atat = 0; }

printf ("Enter no of processes: "); } { printf ("Enter no of processes: "); }

scanf ("%d", &n); } { scanf ("%d", &n); }

printf ("Enter %d process: ", n); } { printf ("Enter %d process: ", n); }

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

{ int atime = 0; } { int atime = 0; }

scanf ("%d", &p[i]); } { scanf ("%d", &p[i]); }

}

printf ("Entered %d arrival time: ", i); } { printf ("Entered %d arrival time: ", i); }

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

{ int btime = 0; } { int btime = 0; }

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

}

printf ("Entered %d burst time: ", i); } { printf ("Entered %d burst time: ", i); }

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

{ int awt = 0; } { int awt = 0; }

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

}

ct[0] = at[0] + bt[0]; } { ct[0] = at[0] + bt[0]; }

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

temp = 0;

if (ct[i-1] <= ct[i])

temp = (at[i] - ct[i-1]);

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

}

```
printf("Input A.P |t B.T|t C.T|t P.A.T|t w.t")
```

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

at[i] = ct[i] - ct[i-1];

wt[i] = at[i] - bt[i];

at[i] = at[i];

wt[i] = wt[i];

at = at / n;

wt = wt / n;

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

{

printf("P.%d |t A.%d |t B.%d |t C.%d |t P.A.T.%d |t w.%d",

p[i], at[i], bt[i], ct[i], at[i], wt[i]);

}

printf("In average turnaround time is %.f", at);

printf("In average waiting time is %.f", wt);

Output :-

enter no of processes: 4

enter 4 process: 1 2 3 4

enter 4 arrival time: 0 1 5 6

enter 4 burst time: 2 2 2 2

P	A.T	B.T	C.T	TAT	WT
P1	0	2	2	2	0
P2	1	2	4	3	1
P3	5	3	8	3	0
P4	6	4	12	6	2

average turnaround time is 3.500000

average waiting time is 0.750000

2) // Program for SJF (Non-Preemptive)

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

```
void main()
```

```
{
```

```
int i, n, p[10] = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10}, min, k=1, btime=0;
```

```
int bt[10], temp, j, at[10], wt[10], tt[10], ta=0, sum=0;
```

```
float wavg = 0, tavag = 0, tsum = 0, wsavg = 0;
```

```
printf("Enter the No. of processes: ");
```

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

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

```
{
```

```
printf("Enter the burst time of %d process: ", i+1);
```

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

```
printf("Enter the arrival time of %d process: ", i+1);
```

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

```
}
```

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

```
{
```

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

```
{
```

```
if (at[i] < at[j])
```

```
{
```

```
temp = p[j];
```

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

$p[i] = temp;$

$temp = a[i];$

$a[i] = a[i];$

$a[i] = temp;$

$temp = b[j];$

$b[j] = b[i];$

$b[i] = temp;$

}

(avg quantity - avg) \rightarrow C2 good margin
y

for ($j=0; j < n; j++$)

btime = btime + bt[j];

min = bt[k];

for ($i=k; i < n; i++$)

if (btime \leq at[i] & bt[i] \geq min)

{

temp = p[k];

p[k] = p[i];

p[i] = temp;

temp = at[k];

at[k] = at[i];

at[i] = temp;

temp = bt[k];

bt[k] = bt[i];

bt[i] = temp;

}

k++;

}

w[0] = 0;

```

for(i=1; i<n; i++)
{
    sum = sum + bt[i];
    wt[i] = sum - at[i];
    wsum = wsum + wt[i];
}
wavg = (wsum/n);
for(i=0; i<n; i++)
{
    ta = ta + bt[i];
    at[i] = ta - at[i];
    tsum = tsum + tt[i];
}
tavg = (tsum/n);
printf("In Process |t Burst| t Arrival |t Waiting| +\n"
       "Turn-around");
for(i=0; i<n; i++)
{
    printf("In p-1.d |t-1.d| t-1.d |t-1.t-1.d| t+\n"
           "t-1.d", p[i], bt[i], at[i], wt[i], tt[i]);
}
printf("Average waiting time: %.2f \n", wavg);
printf("Average turn around time: %.2f", tavg);
}

```

Output :-

Enter the NO. of processes: 4

Enter the burst time of 1 process: 3

Enter the arrival time of 1 process: 0

Enter the burst time of 2 process: 6

Enter the arrival time of 2 process: 1

Enter the burst time of 3 process: 4

Enter the arrival time of 3 process: 4

Entered the burst time of 4 process : 2

Entered the arrival time of 4 process : 6

Process	Burst	Arrival	Waiting	Turn-Around
p1	3	0	0	3
p2	6	1	2	8
p4	2	6	(at 3 sec) = prev	5
p3	4	4	7	11

Average waiting time : 3.000000

Average Turn around time : 6.750000

~~S8
16/3/2024~~