

**Student Name: Venkata Srikar Korlepara**

**Student ID: 11606884**

**Email Address: srikar.k.v.20@gmail.com**

**GitHub Link:**

**Code: Question no. 2**

```
#include<stdio.h>
#include<unistd.h>
#include<stdlib.h>
#include<malloc.h>
#include<time.h>
#include<pthread.h>
#include<semaphore.h>
struct Process {
    int time,Atime,Btime,id;
    clock_t arrival;
    int flag,completed,p;
    sem_t se;
    struct Process *next;
    int priority;
    int WT;
};
int i=0,k=0;
typedef struct Process node;
clock_t start;
float A_TAT=0,A_WT=0;
node *Sp1=NULL,*Sp2=NULL,*temp;
void *processor(node *S) {
    clock_t count;
    while(1) {
        sem_wait(&S->se);
        if((S->Atime<=(clock()-start)/CLOCKS_PER_SEC && S->p==1)) {
            S->p=0;
            count=clock();
        }
    }
}
```

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        if(S->flag==1) {
            printf("\nProcess-%d Running \nTimer :%d",S-
>id,(clock()-start)/CLOCKS_PER_SEC);
            S->flag=0;
            S->arrival=clock();
        }
        if((clock()-count)/CLOCKS_PER_SEC==1) {
            count=clock();
            printf("\nTimer :%d",(clock()-
start)/CLOCKS_PER_SEC);
            S->time-=1;
            if(S->time==0) {
                S->WT=((clock()-start)/CLOCKS_PER_SEC)-S-
>Btime-S->Atime;
                A_TAT+=(clock()-start)/CLOCKS_PER_SEC-S-
>Atime;
                A_WT+=((clock()-start)/CLOCKS_PER_SEC)-S-
>Btime-S->Atime;
                sleep(2);
                node *start=Sp2;
                while(start!=NULL) {
                    if(start->next==S) {
                        start->next=S->next;
                        break;
                    }
                    if(Sp2==S) {
                        Sp2=Sp2->next;
                        break;
                    }
                    start=start->next;
                }
                printf("\nProcess-%d Completed ",S->id);
                if(Sp2!=NULL){
                    printf("next Process-%d",Sp2->id);
                }
            }
        }
    }
}

```

```

        S->completed=7;
        if(Sp2!=NULL){
            sem_post(&Sp2->se);
        }
    }
}

        if(S->completed==7) {
            break;
        }
    sem_post(&S->se);
}
}

void spush(node *temp) {
    int k;
    node *start=Sp2;
    k=temp->priority;
    k=1+(temp->WT/temp->time);
    if(Sp2==NULL) {
        Sp2=temp;
        Sp2->next=NULL;
    }
    else{
        int t=temp->time;
        if(start->priority<k){
            temp->next = Sp2;
            Sp2=temp;
        }
        else if (start->time > t) {
            temp->next = Sp2;
            Sp2=temp;
        }
        else {
            while (start->next != NULL && start->next->time< t) {
                start = start->next;
            }

```

```
temp->next = start->next;
start->next = temp;
}
}
}

void push() {
    temp=(node *)malloc(sizeof(node));
    printf("\nEnter Arrival Time of %d Process :",i+1));
    scanf("%d",&temp->Atime);
    printf("Enter Burst Time :");
    scanf("%d",&temp->time);
    temp->id=i+1;
    temp->p=1;
    temp->flag=1;
    temp->Btime=temp->time;
    temp->priority=1+(temp->WT/temp->time);
    sem_init(&temp->se,0,0);
    int t=temp->Atime;
    node *start=Sp1;
    if (start->Atime > t) {
        temp->next = Sp1;
        Sp1=temp;
    }
    else {
        while (start->next != NULL && start->next->Atime < t) {
            start = start->next;
        }
        temp->next = start->next;
        start->next = temp;
    }
}

void main() {
    printf("\t\t\t\t\t*****Shortest Job Next-
Priority*****\n");
    int n,l=1;
```

```
pthread_t p[10];
printf("\nEnter No.of Processes :");
scanf("%d",&n);
while(i<n) {
    if(Sp1==NULL) {
        Sp1=(node *)malloc(sizeof(node));
        printf("Enter Arrival Time of %d Process :",i+1);
        scanf("%d",&Sp1->Atime);
        printf("Enter Burst Time :");
        scanf("%d",&Sp1->time);
        Sp1->id=i+1;
        Sp1->flag=1;
        Sp1->p=1;
        Sp1->WT=0;
        Sp1->Btime=Sp1->time;
        Sp1->priority=1+(Sp1->WT/Sp1->time);
        sem_init(&Sp1->se,0,0);
        Sp1->next=NULL;
    }
    else {
        push();
    }
    i++;
}
i=0;
system("cls");
printf("\t\t\t\t\t\t\t\t\t\t\t\t*****PROCESSOR*****\n\n")
;
start=clock();
while(i<n) {
    temp=Sp1;
    if(temp->Atime<=0) {
        printf("Process-%d is Dicarded Due to Incorrect Arrival
Time\n",temp->id);
        Sp1=temp->next;
```

```

        temp=Sp1;
        i++;
    }
    if(l==1) {
        l=0;
        sem_post(&temp->se);
    }
    if((clock()-start)/CLOCKS_PER_SEC==temp->Atime) {
        printf("Process-%d is created\n",temp->id);
        pthread_create(&p[i],NULL,processor,temp);
        Sp1=Sp1->next;
        spush(temp);
        i++;
    }
}
for(i=0;i<n;i++) {
    pthread_join(p[i],NULL);
}
printf("\nAverage Waiting Time :%f\nAverage Turn Around Time
:%f",(float)A_WT/n,(float)A_TAT/n);
}

```

```
C:\Users\Anubhav Tiwari\Desktop\Q04.exe

*****Shortest Job Next-Priority*****

Enter No.of Processes :4
Enter Arrival Time of 1 Process :0
Enter Burst Time :26

Enter Arrival Time of 2 Process :5
Enter Burst Time :36

Enter Arrival Time of 3 Process :13
Enter Burst Time :19

Enter Arrival Time of 4 Process :17
Enter Burst Time :42
```

```
C:\Users\Anubhav Tiwari\Desktop\Q04.exe

*****PROCESSOR*****

Process-1 is Discarded Due to Incorrect Arrival Time
Process-2 is created

Process-2 Running
Timer :5
Timer :6
Timer :7
Timer :8
Timer :9
Timer :10
Timer :11
Timer :12Process-3 is created

Timer :13
Timer :14
Timer :15
Timer :16Process-4 is created

Timer :17
Timer :18
Timer :19
Timer :20
Timer :21
Timer :22
Timer :23
Timer :24
Timer :25
Timer :26
Timer :27
Timer :28
Timer :29
Timer :30
Timer :31
Timer :32
Timer :33
Timer :34
Timer :35
Timer :36
Timer :37
Timer :38
Timer :39
Timer :40
Timer :41
Process-2 Completed next Process-3
Process-3 Running
Timer :43
Timer :44
Timer :45
```

C:\Users\Anubhav Tiwari\Desktop\Q04.exe

Process-4 Running

Timer :64  
Timer :65  
Timer :66  
Timer :67  
Timer :68  
Timer :69  
Timer :70  
Timer :71  
Timer :72  
Timer :73  
Timer :74  
Timer :75  
Timer :76  
Timer :77  
Timer :78  
Timer :79  
Timer :80  
Timer :81  
Timer :82  
Timer :83  
Timer :84  
Timer :85  
Timer :86  
Timer :87  
Timer :88  
Timer :89  
Timer :90  
Timer :91  
Timer :92  
Timer :93  
Timer :94  
Timer :95  
Timer :96  
Timer :97  
Timer :98  
Timer :99  
Timer :100  
Timer :101  
Timer :102  
Timer :103  
Timer :104  
Timer :105  
Timer :106

Process-4 Completed

Average Waiting Time :19.250000

Average Turn Around Time :43.500000

Process exited after 139.9 seconds with return value 68

Press any key to continue . . .

