

12/01/23

Multilevel Queue Scheduling

Write a C program to schedule multilevel queue process using system queue & user process queue -

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

```
int spat[10], upat[10], P, n1, n2, P1[10], P2[10];
int sppt[10], uppt[10], time = 0, op = 0, i, z, pt;
int sput[10], uput[10], sput[10], uput[10];
float spatot = 0, spant = 0, updat = 0, upand = 0;
```

```
void process(int x, int isSystem){
```

```
    if (isSystem) {
```

```
        op += sppt[z];
        sppt[z] = op - spat[x];
        sppt[x] = 0;
        sput[x] = spat[x] - P1[x];
        spatot += spat[x];
        spant += sput[x];
    }
```

```
    else {
```

```
        op = upat[x];
        upat[x] = op - upat[x];
        upat[x] = 0;
        uput[x] = upat[x] - P2[x];
        upatot += upat[x];
        upant += uput[x];
    }
```

```
}
```

```
int main() {
    printf("Enter the no of processes\n");
    scanf("%d", &n1);
    printf("Enter the no of users\n");
    scanf("%d", &n2);
    printf("Enter the arrival times\n");
    for (i = 0; i < n1; i++) {
        scanf("%d", &spat[i]);
    }
    printf("Enter the burst times\n");
    for (i = 0; i < n2; i++) {
        scanf("%d", &upat[i]);
    }
    printf("Enter the arrival times of users\n");
    for (i = 0; i < n2; i++) {
        scanf("%d", &sppt[i]);
    }
    for (i = 0; i < n1; i++) {
        P1[i] = sppt[i];
    }
    for (i = 0; i < n2; i++) {
        P2[i] = upat[i];
    }
}
```

int main () {

printf("Enter the no. of System Process : ");

scanf ("%d", &n1);

printf("Enter the no. of User Process : ");

scanf ("%d", &n2);

printf("Enter the arrival time for System Process : \n");

for (i = 0; i < n1; i++)

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

printf("Enter the burst time of System Process : \n");

for (i = 0; i < n1; i++)

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

printf("Enter the arrival time of User Processes : \n");

for (i = 0; i < n2; i++)

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

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

for (i = 0; i < n2; i++)

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

for (i = 0; i < n1; i++)

time += spot[i];

for (i = 0; i < n1; i++)

p1[i] = spot[i];

for (i = 0; i < n2; i++)

p2[i] = upt[i];

printf("\n");

```

while (op < time) {
    y = -1;
    z = -1;
    for (i=0; i<n1; i++) {
        if (op == spat[i] && spet[i] != 0) {
            y = i;
            break;
        }
    }
    for (i=0; i<n2; i++) {
        if (op == upat[i] && upet[i] != 0) {
            z = i;
            break;
        }
    }
    if (y != -1) {
        printf("%d SP %d ", op, y+1);
        process(y, 1);
    } else if (z != -1) {
        printf("%d UP %d ", op, z+1);
        process(z, 0);
    } else {
        op++;
    }
}
printf("%d ", op);
printf("%n");

```

```

printf("System Processed %n");
for (i=0; i<n1; i++)
    printf("%d SP %d %d %d %d\n");
printf("Average Turn Around\n");
Spatat(n1);
printf("Average Waiting Time\n");
printf("%d\n", n1);
printf("User Processed %n");
for (i=0; i<n2; i++)
    printf("%d UP %d %d %d\n");
printf("Average turn Around\n");
upat(n2);
printf("Average Waiting Time\n");
return 0;
}

```

```

printf("System Processes: \n");
for (i=0; i<n1; i++)
    printf("SP-1.d + d+d\n", i+1, Spatal[i], Spat[i]);
printf("Average Turn Around Time (System Process): %.2f\n",
      Spatal[n1]);
printf("Average Waiting Time (SP) : %f\n", Spat[n1]);
printf("1n");
printf("User Processes\n");
for (i=0; i<n2; i++)
    printf("UP-1.d + d+d\n", i+1, upfat[i], upfat[i]);
printf("Average turn Around time (UP) : %.2f\n", upfat[n2]);
printf("Average Waiting Time (UP) : %.2f\n", upfat[n2]);
return 0;
}

```

92	96	92	92
31	46	31	0

output

start no of system process : 3

start no of user process : 1

Ent. arrival time of SP1 : 0 0 16

Ent. process time : 1 3 5

Ent. arrival time of SP2 : 0

Ent. process time : 8

System Process

SP1 2 0

SP2 7 4

SP3 10 5

A WAT(SP1) = 3

ATAT(SO) = 7

User process

UP1 15 4

ATAT = 15

A WAT = 4

SP1	SP2	UP1	SP3	
0	21	7	15	20