Operating Systems (CT-353) Lab 02

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- **First Come First Serve Algorithm (FCFS):**

```
#include <stdio.h>

struct Process {
    int id, at, bt, ct, wt, tat;
};

void swap(struct Process *a, struct Process *b) {
    struct Process temp = *a;
    *a = *b;
    *b = temp;
}

int main() {
    int n, i, j, currentTime = 0;
    float totalWT = 0, totalTAT = 0;
    struct Process p[20];

    printf("Enter the number of processes: ");
    scanf("%d", &n);

    for (i = 0; i < n; i++) {
        p[i].id = i + 1;
        printf("Enter Arrival Time for Process %d: ", i + 1);
        scanf("%d", &p[i].at);
        printf("Enter Execution Time (Burst Time) for Process %d: ", i + 1);
        scanf("%d", &p[i].bt);
    }

    // Sort processes by Arrival Time
    for (i = 0; i < n - 1; i++) {
        for (j = 0; j < n - i - 1; j++) {
            if (p[j].at > p[j + 1].at) {
                swap(&p[j], &p[j + 1]);
            }
        }
```

```
    }

    // Calculate Completion Time, Turnaround Time, and Waiting Time
    for (i = 0; i < n; i++) {
        if (currentTime < p[i].at) {
            currentTime = p[i].at; // Idle time if process arrives later
        }
        p[i].ct = currentTime + p[i].bt; // Completion Time
        currentTime = p[i].ct;

        p[i].tat = p[i].ct - p[i].at; // Turnaround Time = CT - AT
        p[i].wt = p[i].tat - p[i].bt; // Waiting Time = TAT - BT

        totalWT += p[i].wt;
        totalTAT += p[i].tat;
    }
    printf("\nPROCESS\tARRIVAL TIME\tEXECUTION TIME\tCOMPLETION
TIME\tWAITING TIME\tTURNAROUND TIME\n");
    for (i = 0; i < n; i++) {
        printf("P%d\t\t%d\t\t%d\t\t%d\t\t%d\t\t%d\n",
               p[i].id, p[i].at, p[i].bt, p[i].ct, p[i].wt, p[i].tat);
    }
    printf("\nAverage Waiting Time: %.2f", totalWT / n);
    printf("\nAverage Turnaround Time: %.2f\n", totalTAT / n);

    return 0;
}
```

Output:

```
Enter the number of processes: 4
Enter Arrival Time for Process 1: 3
Enter Execution Time (Burst Time) for Process 1: 2
Enter Arrival Time for Process 2: 1
Enter Execution Time (Burst Time) for Process 2: 1
Enter Arrival Time for Process 3: 0
Enter Execution Time (Burst Time) for Process 3: 3
Enter Arrival Time for Process 4: 4
Enter Execution Time (Burst Time) for Process 4: 2

PROCESS ARRIVAL TIME    EXECUTION TIME  COMPLETION TIME WAITING TIME    TURNAROUND TIME
P3              0               3               3               0               3
P2              1               1               4               2               3
P1              3               2               6               1               3
P4              4               2               8               2               4

Average Waiting Time: 1.25
Average Turnaround Time: 3.25

--------------------------------
Process exited after 15.19 seconds with return value 0
Press any key to continue . . .
```

- **Shortest Job First Algorithm(SJF):**

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

struct Process {
    int id, at, bt, ct, wt, tat; // Process attributes
    bool completed;              // To mark if the process is completed
};

void sortByArrival(struct Process p[], int n) {
    int i, j;
    for (i = 0; i < n - 1; i++) {
        for (j = 0; j < n - i - 1; j++) {
            if (p[j].at > p[j + 1].at) {
                struct Process temp = p[j];
                p[j] = p[j + 1];
                p[j + 1] = temp;
            }
        }
    }
}

int main() {
    int n, i, completedCount = 0, currentTime = 0;
    float totalWT = 0, totalTAT = 0;
    struct Process p[20];

    printf("Enter the number of processes: ");
    scanf("%d", &n);

    for (i = 0; i < n; i++) {
        p[i].id = i + 1;
        printf("Enter Arrival Time for Process %d: ", i + 1);
        scanf("%d", &p[i].at);
        printf("Enter Execution Time (Burst Time) for Process %d: ", i + 1);
        scanf("%d", &p[i].bt);
        p[i].completed = false; // Mark as incomplete
    }

    // Sort processes by Arrival Time
    sortByArrival(p, n);
```

```
    while (completedCount < n) {
        int shortestIndex = -1;
        int minBurstTime = 9999;

        // Find the shortest process that has arrived
        for (i = 0; i < n; i++) {
            if (!p[i].completed && p[i].at <= currentTime && p[i].bt < minBurstTime)
{
                minBurstTime = p[i].bt;
                shortestIndex = i;
            }
        }

        if (shortestIndex != -1) {
            // Process the shortest job
            currentTime += p[shortestIndex].bt;
            p[shortestIndex].ct = currentTime; // Completion Time
            p[shortestIndex].tat = p[shortestIndex].ct - p[shortestIndex].at; //
Turnaround Time
            p[shortestIndex].wt = p[shortestIndex].tat - p[shortestIndex].bt; //
Waiting Time
            p[shortestIndex].completed = true;

            totalWT += p[shortestIndex].wt;
            totalTAT += p[shortestIndex].tat;
            completedCount++;
        } else {
            // If no process is ready, increment the current time
            currentTime++;
        }
    }

    // Display Results
    printf("\nPROCESS\tARRIVAL TIME\tEXECUTION TIME\tCOMPLETION
TIME\tWAITING TIME\tTURNAROUND TIME\n");
    for (i = 0; i < n; i++) {
        printf("P%d\t\t%d\t\t%d\t\t%d\t\t%d\t\t%d\n",
                p[i].id, p[i].at, p[i].bt, p[i].ct, p[i].wt, p[i].tat);
    }

    printf("\nAverage Waiting Time: %.2f", totalWT / n);
    printf("\nAverage Turnaround Time: %.2f\n", totalTAT / n);
    return 0;
}
```

Output:

```
Enter the number of processes: 4
Enter Arrival Time for Process 1: 3
Enter Execution Time (Burst Time) for Process 1: 2
Enter Arrival Time for Process 2: 1
Enter Execution Time (Burst Time) for Process 2: 1
Enter Arrival Time for Process 3: 0
Enter Execution Time (Burst Time) for Process 3: 3
Enter Arrival Time for Process 4: 4
Enter Execution Time (Burst Time) for Process 4: 2

PROCESS ARRIVAL TIME    EXECUTION TIME  COMPLETION TIME WAITING TIME    TURNAROUND TIME
P3              0               3               3               0               3
P2              1               1               4               2               3
P1              3               2               6               1               3
P4              4               2               8               2               4

Average Waiting Time: 1.25
Average Turnaround Time: 3.25

--------------------------------
Process exited after 17.3 seconds with return value 0
Press any key to continue . . .
```