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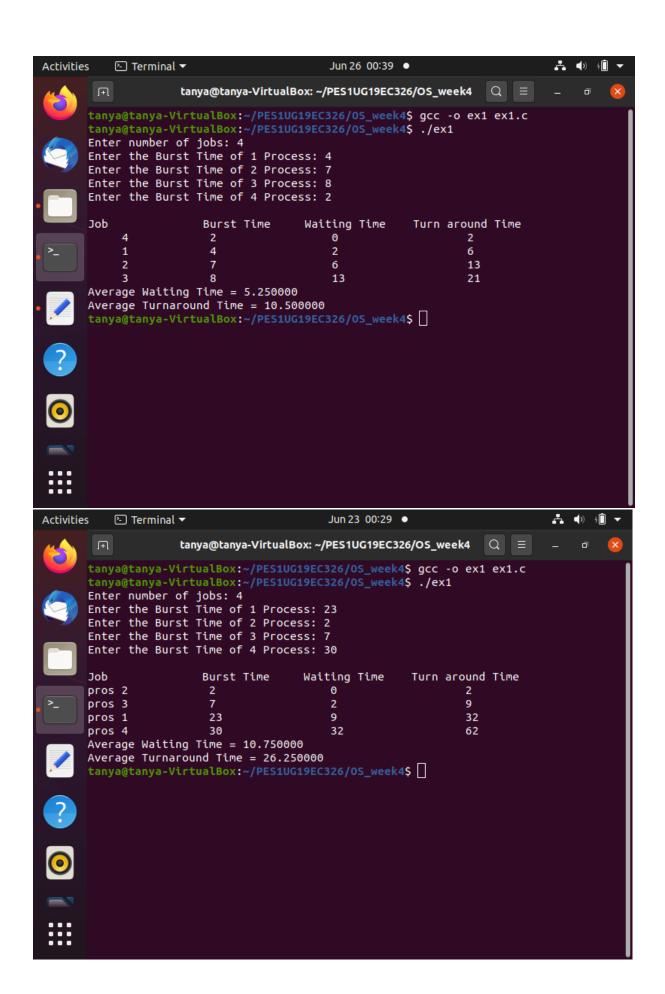
SRN: PES1UG19EC326

Branch: ECE & OS\_LAB\_WEEK: 4

```
a)
#include<stdio.h>
int main()
{
  int bt[30],prior[50],wt[30],tat[30],i,j,n,total=0,pos,temp;
  float avgwt,avgtat;
  printf("Enter number of jobs: ");
  scanf("%d",&n);
  for(i=0;i<n;i++)
  {
    printf("Enter the Burst Time of %d Process: ",i+1);
    scanf("%d",&bt[i]);
    prior[i]=i+1;
  }
  for(i=0;i<n;i++)
  {
    pos=i;
    for(j=i+1;j<n;j++)
    {
       if(bt[j]<bt[pos])</pre>
         pos=j;
    }
    temp=bt[i];
    bt[i]=bt[pos];
    bt[pos]=temp;
```

```
temp=prior[i];
    prior[i]=prior[pos];
    prior[pos]=temp;
  }
  wt[0]=0;
  for(i=1;i<n;i++)
  {
    wt[i]=0;
    for(j=0;j<i;j++)
      wt[i]+=bt[j];
    total+=wt[i];
  }
  avgwt=(float)total/n;
  total=0;
  printf("\nJob\t\t Burst Time \tWaiting Time \tTurn around Time");
  for(i=0;i<n;i++)
  {
    tat[i]=bt[i]+wt[i];
    total+=tat[i];
    printf("\n %d\t\t %d\t\t %d\t\t\t%d",prior[i],bt[i],wt[i],tat[i]);
  }
  avgtat=(float)total/n;
  printf("\nAverage Waiting Time = %f",avgwt);
  printf("\nAverage Turnaround Time = %f\n",avgtat);
}
```

## **OUTPUT-**



```
b)
#include<stdio.h>
void main()
{
 int x,n,p[10],pp[10],pt[10],w[10],t[10],i;
 float avgwt, avgtat;
 printf("Enter the number of Jobs: ");
 scanf("%d",&n);
 for(i=0;i<n;i++)
  {
   printf("\nEnter Burst Time of %d Process: ", i+1);
   scanf("%d",&pt[i]);
   printf("Enter Priority of %d Process: ", i+1);
   scanf("%d",&pp[i]);
   printf("\n");
   p[i]=i+1;
  }
 for(i=0;i<n-1;i++)
 {
  for(int j=i+1;j<n;j++)
  {
    if(pp[i]>pp[j])
    {
     x=pp[i];
     pp[i]=pp[j];
     pp[j]=x;
     x=pt[i];
     pt[i]=pt[j];
     pt[j]=x;
     x=p[i];
     p[i]=p[j];
```

```
p[j]=x;
  }
 }
}
w[0]=0;
avgwt=0;
t[0]=pt[0];
avgtat=t[0];
for(i=1;i<n;i++)
{
 w[i]=t[i-1];
 avgwt+=w[i];
 t[i]=w[i]+pt[i];
 avgtat+=t[i];
}
printf("\n\nJob Priority Burst Time Waiting Time Turn Around Time \n");
for(i=0;i<n;i++)
avgwt/=n;
avgtat/=n;
printf("\n Average Wait Time is : %.2f\n",avgwt);
printf("\n Average Turn Around Time is : %.2f \n",avgtat);
}
// Waiting time for process(n)= waiting time of process (n-1) + Burst time of process(n-1)
// Turn around time for Process(n)= waiting time of Process(n)+ Burst time for process(n)
// Average waiting time = Total waiting Time / Number of process
// Average Turnaround time = Total Turnaround Time / Number of process
```

## **OUTPUT-**

