Problem 2: Write a program to implement the First Come First Serve scheduling algorithm and find the average turnaround time, waiting time, completion time and response time for overall process. Also Print Gantt chart for it.

Solution:

Source code:

```
#include<stdio.h>
#include<string.h>
#include<stdlib.h>
typedef struct
  char process_name[3];
  int arrival_time;
  int burst time;
  int complete_time;
  int turn_around_time;
  int wait_time;
  int response_time;
} process;
void print_process_table(process arr[],int n){
  int i;
                               _");
```

```
puts("| Process Name | Arrival Time | Burst Time | Complete Time | Turn Around Time | Wait Time |
Response Time |");
  for(i=0; i<n;i++){
    printf("|
               %3s
                          %3d
                                  %3d |
                                                %3d
                                                             %4d
                                                                     | %3d |
                                                                                   %3d
                                                                                           |\n",
    arr[i].process_name,arr[i].arrival_time,arr[i].burst_time,arr[i].complete_time,arr[i].turn_around_ti
me,arr[i].wait_time,arr[i].response_time);
  }
}
void get_average(process arr[], int n){
  double tat=0,wt=0,rt=0;
  int i;
  for(i=0;i<n;i++){
    tat += (double)arr[i].turn_around_time;
    wt += (double)arr[i].wait_time;
    rt += (double)arr[i].response_time;
  }
  printf("Total time to Complete = %3d
                                          Average Time to Complete = %.3f\n",arr[n-
1].complete time,(double)arr[n-1].complete time/(double)n);
  printf("Total Turn Around Time = %.3f Average Turn Around Time = %.3f\n",tat,tat/(double)n);
  printf("Total Waiting Time = %.3f
                                       Average Waiting Time = %.3f\n",wt,wt/(double)n);
  printf("Total Response Time = %.3f
                                        Average Response Time = %.3f\n",rt,rt/(double)n);
}
void gnatt(process arr[],int n){
```

```
int i,j;
// upper row
printf(" ");
for(i=0; i<n;i++){
  for(j=0;j<arr[i].burst_time+1;j++) printf("__");</pre>
  printf(" ");
}
printf("\n|");
// middle row
for(i=0;i< n;i++){
  for(j=0;j<arr[i].burst_time-1;j++){</pre>
     printf(" ");
  }
  printf("%3s",arr[i].process_name);
  for(j=0;j<arr[i].burst_time;j++){</pre>
     printf(" ");
  printf("|");
}
printf("\n|");
// lower row
for(i=0; i< n; i++){
  for(j=0;j<arr[i].burst_time+1;j++) printf("__");</pre>
  printf("|");
}
printf("\n");
printf("0");
for(i=0; i<n; i++) {
  for(j=0; j<arr[i].burst_time+1; j++) printf(" ");</pre>
```

```
if(arr[i].turn_around_time > 9) printf("\b");
    printf("%d", arr[i].turn_around_time);
  }
  printf("\n");
}
void main()
{
  int n = 0,i;
  printf("Enter the number of processes\t");
  scanf("%d",&n);
  process arr[n];
  printf("Enter PROCESS NAME ARRIVAL TIME and BURST TIME\n");
  for(i=0; i<n;i++)
  {
    scanf("%s %d %d",arr[i].process_name,&arr[i].arrival_time,&arr[i].burst_time);
  }
  // calculating completion time
  arr[0].complete_time=arr[0].burst_time + arr[0].arrival_time;
  arr[0].turn_around_time = arr[0].complete_time - arr[0].arrival_time;
  arr[0].wait_time = arr[0].turn_around_time - arr[0].burst_time;
  arr[0].response_time = arr[0].wait_time;
  for(i=1; i<n;i++)
  {
    arr[i].complete_time = arr[i-1].complete_time + arr[i].burst_time;
    arr[i].turn_around_time = arr[i].complete_time-arr[i].arrival_time;
    arr[i].wait_time = arr[i].response_time =arr[i].turn_around_time-arr[i].burst_time;
  }
```

```
print_process_table(arr,n);
  get_average(arr, n);
  puts("------GNATT CHART ------");
  gnatt(arr,n);
}
```

Output:

