**FCFS CPU SCHEDULING ALGORITHM**

#include<stdio.h>

#include<conio.h>

main()

{

int bt[20], wt[20], tat[20], i, n;

float wtavg, tatavg;

clrscr();

printf("\nEnter the number of processes -- ");

scanf("%d", &n);

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

{

printf("\nEnter Burst Time for Process %d -- ", i);

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

}

wt[0] = wtavg = 0;

tat[0] = tatavg = bt[0];

for(i=1;i<n;i++)

{

wt[i] = wt[i-1] +bt[i-1];

tat[i] = tat[i-1] +bt[i];

wtavg = wtavg + wt[i];

tatavg = tatavg + tat[i];

}

printf("\t PROCESS \tBURST TIME \t WAITING TIME\t TURNAROUND TIME\n");

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

printf("\n\t P%d \t\t %d \t\t %d \t\t %d", i, bt[i], wt[i], tat[i]);

printf("\nAverage Waiting Time -- %f", wtavg/n);

printf("\nAverage Turnaround Time -- %f", tatavg/n);

getch();

}

INPUT

Enter the number of processes -- 3

Enter Burst Time for Process 0 -- 24

Enter Burst Time for Process 1 -- 3

Enter Burst Time for Process 2 -- 3

OUTPUT

PROCESS BURST TIME WAITING TIME TURNAROUND TIME

P0 24 0 24

P1 3 24 27

P2 3 27 30

Average Waiting Time-- 17.000000

Average Turnaround Time -- 27.000000

SJF CPU SCHEDULING ALGORITHM

#include<stdio.h>

#include<conio.h>

main()

{

int p[20], bt[20], wt[20], tat[20], i, k, n, temp;

float wtavg, tatavg;

clrscr();

printf("\nEnter the number of processes -- ");

scanf("%d", &n);

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

{

p[i]=i;

printf("Enter Burst Time for Process %d -- ", i);

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

}

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

for(k=i+1;k<n;k++)

if(bt[i]>bt[k])

{

temp=bt[i];

bt[i]=bt[k];

bt[k]=temp;

temp=p[i];

p[i]=p[k];

p[k]=temp;

}

wt[0] = wtavg = 0;

tat[0] = tatavg = bt[0];

for(i=1;i<n;i++)

{

wt[i] = wt[i-1] +bt[i-1];

tat[i] = tat[i-1] +bt[i];

wtavg = wtavg + wt[i];

tatavg = tatavg + tat[i];

}

printf("\n\t PROCESS \tBURST TIME \t WAITING TIME\t TURNAROUND TIME\n");

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

printf("\n\t P%d \t\t %d \t\t %d \t\t %d", p[i], bt[i], wt[i], tat[i]);

printf("\nAverage Waiting Time -- %f", wtavg/n);

printf("\nAverage Turnaround Time -- %f", tatavg/n);

getch();

}

INPUT

Enter the number of processes -- 4

Enter Burst Time for Process 0 -- 6

Enter Burst Time for Process 1 -- 8

Enter Burst Time for Process 2 -- 7

Enter Burst Time for Process 3 -- 3

OUTPUT

PROCESS BURST TIME WAITING TIME TURNAROUND TIME

P3 3 0 3

P0 6 3 9

P2 7 9 16

P1 8 16 24

Average Waiting Time -- 7.000000

Average Turnaround Time -- 13.000000

**ROUND ROBIN CPU SCHEDULING ALGORITHM**

#include<stdio.h>

main()

{

int i,j,n,bu[10],wa[10],tat[10],t,ct[10],max;

float awt=0,att=0,temp=0;

clrscr();

printf("Enter the no of processes -- ");

scanf("%d",&n);

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

{

printf("\nEnter Burst Time for process %d -- ", i+1);

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

ct[i]=bu[i];

}

printf("\nEnter the size of time slice -- ");

scanf("%d",&t);

max=bu[0];

for(i=1;i<n;i++)

if(max<bu[i])

max=bu[i];

for(j=0;j<(max/t)+1;j++)

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

if(bu[i]!=0)

if(bu[i]<=t)

{

tat[i]=temp+bu[i];

temp=temp+bu[i];

bu[i]=0;

}

else

{

bu[i]=bu[i]-t;

temp=temp+t;

}

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

{

wa[i]=tat[i]-ct[i];

att+=tat[i];

awt+=wa[i];

}

printf("\nThe Average Turnaround time is -- %f",att/n);

printf("\nThe Average Waiting time is -- %f ",awt/n);

printf("\n\tPROCESS\t BURST TIME \t WAITING TIME\tTURNAROUND TIME\n");

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

printf("\t%d \t %d \t\t %d \t\t %d \n",i+1,ct[i],wa[i],tat[i]);

getch();

}

INPUT

Enter the no of processes – 3

Enter Burst Time for process 1 – 24

Enter Burst Time for process 2 -- 3

Enter Burst Time for process 3 -- 3

Enter the size of time slice – 3

OUTPUT

The Average Turnaround time is – 15.666667

The Average Waiting time is -- 5.666667

PROCESS BURST TIME WAITING TIME TURNAROUND TIME

1 24 6 30

2 3 4 7

3 3 7 10

**PRIORITY CPU SCHEDULING ALGORITHM**

#include<stdio.h>

main()

{

int p[20],bt[20],pri[20], wt[20],tat[20],i, k, n, temp;

float wtavg, tatavg;

clrscr();

printf("Enter the number of processes --- ");

scanf("%d",&n);

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

{

p[i] = i;

printf("Enter the Burst Time & Priority of Process %d --- ",i);

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

}

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

for(k=i+1;k<n;k++)

if(pri[i] > pri[k])

{

temp=p[i];

p[i]=p[k];

p[k]=temp;

temp=bt[i];

bt[i]=bt[k];

bt[k]=temp;

temp=pri[i];

pri[i]=pri[k];

pri[k]=temp;

}

wtavg = wt[0] = 0;

tatavg = tat[0] = bt[0];

for(i=1;i<n;i++)

{

wt[i] = wt[i-1] + bt[i-1];

tat[i] = tat[i-1] + bt[i];

wtavg = wtavg + wt[i];

tatavg = tatavg + tat[i];

}

printf("\nPROCESS\t\tPRIORITY\tBURST TIME\tWAITING TIME\tTURNAROUND TIME");

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

printf("\n%d \t\t %d \t\t %d \t\t %d \t\t %d ",p[i],pri[i],bt[i],wt[i],tat[i]);

printf("\nAverage Waiting Time is --- %f",wtavg/n);

printf("\nAverage Turnaround Time is --- %f",tatavg/n);

getch();

}

INPUT

Enter the number of processes -- 5

Enter the Burst Time & Priority of Process 0 --- 10 3

Enter the Burst Time & Priority of Process 1 --- 1 1

Enter the Burst Time & Priority of Process 2 --- 2 4

Enter the Burst Time & Priority of Process 3 --- 1 5

Enter the Burst Time & Priority of Process 4 --- 5 2

OUTPUT

PROCESS PRIORITY BURST TIME WAITING TIME TURNAROUND TIME

1 1 1 0 1

4 2 5 1 6

0 3 10 6 16

2 4 2 16 18

3 5 1 18 19

Average Waiting Time is --- 8.200000

Average Turnaround Time is --- 12.000000