

C Programs Only - OS Lab Experiments 11 to 40

```

Experiment 11:
#include<stdio.h>

int
main()

{

int  at[ 10] ,bt[ 10] ,pr[ 10];

int

n,i,
j,t emp,t im e=0,count,over=0,sum _wait =0,sum _ turnaround=0,st a rt;

float

av gw ait ,av gturn;

printf("Ent er the numbe r of process es
\
n ");

scanf( "%d ", &n);

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

{

%d
\
n",i+1);

}

printf("Ent er

the

arrival

ti me

and

ex ecuti on

time

for

```

process

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

```
pr[ i] =i+1;
```

Experiment 12:

```
#include<stdi o.h
```

```
>
```

```
#include<conio.h>
```

```
int
```

```
main()
```

```
{
```

```
int
```

```
i,
```

```
NOP ,
```

```
sum=0,count =0,
```

```
Y,
```

```
qu ant,
```

```
wt=0,
```

```
tat=0,
```

```
at[ 10] ,
```

```
bt[ 10] ,
```

```
temp[ 10] ;
```

```
float
```

```
av g_wt,
```

```
av g_tat;
```

```
print f(" Tot al number of process in the s yst em:  ");
```

```
scanf( "%d ",
```

```
&NOP );
```

```
Y =
```

```
NOP ;
```

```
for(i=0;
```

```
i< NOP ;
```

```
i++)
```

```
{

printf("
\
n Enter the
Arrival and Burst time of the Process[ %d]
\
n", i +1);

printf("

Arrival

time is:

\
t ");

scanf( "%d ",

&at[ i] );
```

Experiment 13:

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

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

```
#include <string.h>
```

```
#include <unistd.h>
```

```
#include <sys/ipc.h>
```

```
#include
```

```
<sys/shm.h>
```

```
#define SHM_SIZE 1024
```

```
// Size of the shared memory segment
```

```
int main() {
```

```
    key_t
```

```
    key
```

```
    =
```

```
    ftok("shmfile",
```

```
    65 );
```

```
// Generate
```

```
    a
```

```
    unique
```

```
    key
```

```
    for
```

```
    the
```

```
    shared
```

```
    memory
```

```
    segment
```

```
// Create a new shared memory segment (or get the identifier of an
```

```
existing
one)

int

shmid

=

shmget(key,

SHM_SIZE,

IPC_CREAT

|

0666);

if (shmid

==

-

1) {

perror("shm get");

exit(EXIT_FAILURE);
```

Experiment 14:

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

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

```
#include <string.h>
```

```
#include <unistd.h>
```

```
#include <sys/types.h>
```

```
#include <sys/ipc.h>
```

```
#include
```

```
<sys/msg.h>
```

```
struct message {
```

```
    long
```

```
    msg_t type;
```

```
    char
```

```
    msg_text[ 100] ;
```

```
};
```

```
int
```

```
main()
```

```
{
```

```
    key_t key = ftok( "msgfile", 65);
```

```
    // Generate a unique key for the
```

```
    message
```

```
    queue
```

```
    // Create a new message queue (or get the identifier of an existing one)
```

```
    int
```

```
    msgid =
```

```
    msgget(key,
```

```
    IPC_CREAT
```



```
|
```

```
0666);
```

```
if (msgid ==
```

```
-
```

```
1) {
```

```
perror ("ms gget");
```

Experiment 15:

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

```
#include
```

```
<pthread.h>
```

```
void* threadFunction(void* arg) {
```

```
    char*
```

```
    message = (char*)arg;
```

```
    printf("%s
```

```
    \
```

```
    n ",
```

```
    message);
```

Experiment 16:

```
#include <stdi o.h>
```

```
#include <stdl ib.h>
```

```
#include <pthre ad.h>
```

```
#include
```

```
<unist d.h>
```

```
#define
```

```
NUM_P H ILOS OPHERS
```

5

Experiment 17:

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

```
void bestfit(int mp[],int p[],int m,int n){
```

```
int
```

```
j=0;
```

```
for(int
```

```
i=0;i<n;i++){
```

```
if(mp[i]>p[j])
```

```
{
```

```
printf("
```

```
\
```

```
n%d
```

```
fits
```

```
in
```

```
%d ", p[j],mp[i]);
```

```
mp[i]=mp[i]
```

```
-
```

```
p[j++];
```

```
i=i
```

```
-
```

```
1;
```

```
}
```

```
}
```

```
for(int
```

```
i=j;i<m;i++){
```

```
{
```

```
printf("
```

```
\
```

```
n%d
```

```
must
```

```
wait
```

```
for
```

```
its
```

```
process",p[ i] );
```

```
}
```

```
}
```

```
void rsort(int  a[ ],int  n){
```

```
for(int
```

```
i=0;i<n;i++){
```

```
for(int
```

```
j=0;j<n;j++){
```

```
if(a[ i] >a[ j] ){
```

```
int  t=a[ i] ;
```

```
a[ i] =a[ j] ;
```

```
a[ j] =t;
```

```
}
```

```
}
```

```
}
```

Experiment 18:

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

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

```
#include <fcntl.h>
```

```
#include
```

```
<unistd.h>
```

```
#define BUFFER_SIZE 4
```

```
096
```

```
void
```

```
copy( ) {
```

```
const char *source_file =
```

```
"C:/Users/itssk/OneDrive/Desktop/sasi.txt";
```

```
const
```

```
char
```

```
*destination_file = "C:/Users/itssk/OneDrive/Desktop/sk.txt";
```

```
int
```

```
source_fd =
```

```
open(source_file,
```

```
O_RDONLY);
```

```
int
```

```
dest_fd
```

```
=
```

```
open(destination_file,
```

```
O_WRONLY
```

```
|
```

```
O_CREAT
```

```
|
```

```
O_TRUNC ,
```

```
0666);
```

```
char buf fer[ B UFFER_S IZE] ;
```

```
ssi z e_t
```

```
b ytesRe ad,
```

```
b ytesW ritten;
```

```
while
```

```
((b ytesRead
```

```
=
```

```
re ad (source_ fd,
```

```
buff er,
```

```
BU FF ER_S IZE) )
```

```
>
```

```
0)
```

```
{
```

```
b ytesW ritten
```

```
=
```

```
writ e(dest_fd,
```

```
bu ffe r,
```

```
b yt esR ead);
```

```
}
```

```
close(sourc e_fd);
```

```
close(dest_fd);
```

```
print f("Fil e
```

```
copied
```

```
suc ces sf
```

```
ull y.
```

```
\
```

```
n");
```

```
}
```

```
void

create( )

{

char

path[ 100] ;

FILE *fp;

fp=fopen("C :/Users/itssk/OneDrive/Desktop/sasi.txt", "w");

printf("file

created

successfully");

}
```



```

Experiment 19:
#include <stdio.h>

#include

<stdlib.h>

#include <string.h>

int
main() {

char mainDirectory[ ] = "C :/ Users/it ssk/ OneDrive/Desktop ";

char

subDirectory[ ] =

"os";

char fileName[ ] = "example.txt";

char

filePath[ 200];

char

mainDirPath[ 200] ;

snprintf
f(mainDirPath,

sizeof(mainDirPath),

"%s/%s",

mainDirectory,

subDirectory);

```

Experiment 20:

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

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

```
struct
```

```
Employee
```

```
{
```

Experiment 21:

```
#include
```

```
<stdio.h>
```

```
#define
```

```
MAX_PROCESSES
```

```
5
```

```
#define MAX_RESOURCES 3
```

```
int
```

```
is_safe();
```

```
int available[MAX_RESOURCES] = {3, 3, 2};
```

```
//Available
```

```
instances of
```

```
e
```

```
each resource
```

```
int
```

```
maximum[ MAX_PROCESSES ][ MAX_RESOURCES ]
```

```
=
```

```
{{7,
```

```
5,
```

```
3},
```

```
{3,
```

```
2, 2},
```

```
{9,
```

```
0,
```

```
2},
```

```
{2,
```

```
2,
```

```
2},
```

```

{4,

3,

3}};

int

allocation[ MAX_P ROCES S ES] [MAX_RESOUR C ES]

=

{{0,

1,

0},

{2,

0, 0},

{3,

0,

2},

{2,

1,

1},

{0,

0,

2}}};

int

request_resou rces (int

process_nu

m,

int

request [ ] )

{

```

```

// C heck
if
request
can
be
granted
for
(int i
=
0;
i
<
MAX_RESOURCES; i++)
{
if
(request[i]
>
available[i]
||
request[i]
>
maximum[process_num][i]
-
allocation[process_num][i])
return
0;

// Request cannot be

```

```
granted
```

```
}
```

```
//
```

```
Tr y
```

```
all ocati n
```

```
g
```

```
r esourc e s
```

```
temporaril y
```

```
for (int i = 0; i < MAX_ R ESOURC ES; i++) {
```

```
avail able[ i]
```

```
-
```

```
= request[ i] ;
```

Experiment 22:

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

```
#include  
<pthread.h >
```

```
#include  
<semaphore.h>
```

```
#include<Windows.h>
```

```
#define
```

```
BU FFER_S IZE
```

```
5
```

```
#define MAX
```

```
_ ITEMS 10
```

```
// Max im um number of items t o be
```

```
produced/consumed
```

```
int
```

```
buffer[ BUFFER_S IZ E] ;
```

```
sem_t
```

```
empt y,
```

```
full;
```

```
int
```

```
produced_it ems
```

```
=
```

```
0,
```

```
c onsum ed_it ems
```

```
=
```

```
0;
```

```
void*
```

```

producer (void*

ar g)

{

while (produc ed_it ems <  MAX_ ITEMS ) {

sem_wait (&empt y);

//

C ritical

secti on:

add

it em

to

buffer

for (int  i = 0; i < BUFFE R _S IZE; ++i) {

if

(buffe r[ i]  == 0) {

buffer[ i]  = produced_it e ms + 1;

print f("P rodu ced:

%d

\

n",

buffer[ i] );

```


Experiment 23:

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

```
#include
```

```
<pthread
```

```
ead.h>
```

```
// Shared variables
```

```
int
```

```
counter
```

```
=
```

```
0;
```

```
pthread_mutex_t
```

```
mutex;
```

```
// Function to be executed by threads
```

```
void
```

```
*threadFunction(void
```

```
*arg)
```

```
{
```

Experiment 24:

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

```
#inc
```

```
l ude
```

```
<pthread.h >
```

```
#include
```

```
<semaphore.h>
```

```
sem_t
```

```
mutex ,
```

```
writeBlock;
```

```
int
```

```
data
```

```
=
```

```
0,
```

```
readersCount =
```

```
0;
```

```
void *reader(void *arg) {
```

```
int
```

```
i=0;
```

```
while (i<10) {
```

```
sem_wait (&mutex );
```

```
readersCount ++;
```

```
if (readersCount == 1 ) {
```

```
sem_wait (&writeBlock);
```

```
}
```

```
sem_post (&mutex );
```

```
//
```

R eading

operati on

print f("R e ader

reads

data :

%d

\

n ",

d ata);

sem_wait (&mut ex);

reade rsCount

--

;

if (read ersCount == 0) {

sem_pos t(&writ e Block);

}

sem_pos t(&mut ex);

Experiment 25:

```
#include
```

```
<stdi o.h>
```

```
#defineMAX_MEMORY
```

```
1000
```

```
int
```

```
memor y[ MAX_MEMORY];
```

```
// Functi on to i nit ializ e memor y
```

```
void
```

```
ini ti aliz eMemor y( )
```

```
{
```

```
for
```

```
(int
```

```
i
```

```
=
```

```
0;
```

```
i
```

```
<
```

```
MAX_ MEMORY;
```

```
i++)
```

```
{
```

```
memor y[ i]
```

```
=
```

```
-
```

```
1;
```

```
//
```

```
-
```

```
1 indicates
```

```
that
```

the

memory

is

unallocated

}

}

// Function to

display memory status

void

displayMemory()

{

int

i, j ;

int count

=

0;

printf("Memory