### Lab Sheet 1

Name : Lokesh Chandra Basu

E.No.: 10114026 Course: Operating Systems Lab

# **Question 3**

Implement Queue Data Structure. Try to implement various queues like Job Queue, Ready Queue, and Waiting Queue using the data structure developed. Initially, we will use PID(Process ID) (an integer) as the data to be stored in these Queues. You should keep in mind that, in future, they can be modified to store Process Control Block(PCB).

# **Algorithm**

### Algorithm used:

#### //to create the Ready Queue

take input from the user for the number of queues in each of the Ready Queue Initialize count to 0

While count is less then input number generate a random number to be stored in queue as pID count = count +1

#### //to create the Job Queue

take input from the user for the number of queues in each of the Job Queue Initialize count to 0

While count is less then input number generate a random number to be stored in queue as pID count = count +1

#### //to create the Waiting Queue

take input from the user for the number of queues in each of the Waiting Queue

*Initialize count to 0* 

While count is less then input number generate a random number to be stored in queue as pID count = count +1

### //to display the Ready Queue

initialize count to zero again while count is less then length.readyQueue display info.readyQueue

### //to display the Job Queue

initialize count to zero again while count is less then length.jobQueue display info.jobQueue

### //to display the Waiting Queue

initialize count to zero again while count is less then length.waitQueue display info.waitQueue

## **Gantt Chart**

Procees	Execution Tiem(in ms)
P1	5
P2	15
P3	10
<b>P4</b>	7
P5	3

**Job Queue** with processes and execution time (assuming all arrives at same time):

	P1	P2	Р3	P4	P5
0	5	5	20	30	7 40

After Long Term Scheduler or Job Scheduler:

**Ready Queue:** 

	<i>y</i> <b>4</b>				
	P1	P2	Р3	P4	P5
0	5	5 2	20 3	30	7 40

 $time\ elapsed = 0ms$ 

After Short Term Scheduler or Scheduler Dispatch:

**Ready Queue:** 

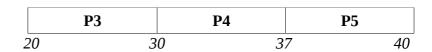
	P2	Р3	P4	P5	
5	2	0 3	0	37	40

**Running Queue:** 



 $time\ elapsed = 5ms$ 

**Ready Queue:** 



#### **Running Queue:**

P1(Ter	minated)	P2(Running)	
0	5		20

time elapsed = 20ms (just after P2 terminates)

And So on...

# **Output**

```
try of element for Job Queue
<< "How many elemets for Job Queue
>> choice;
                                              ⊗⊜ 

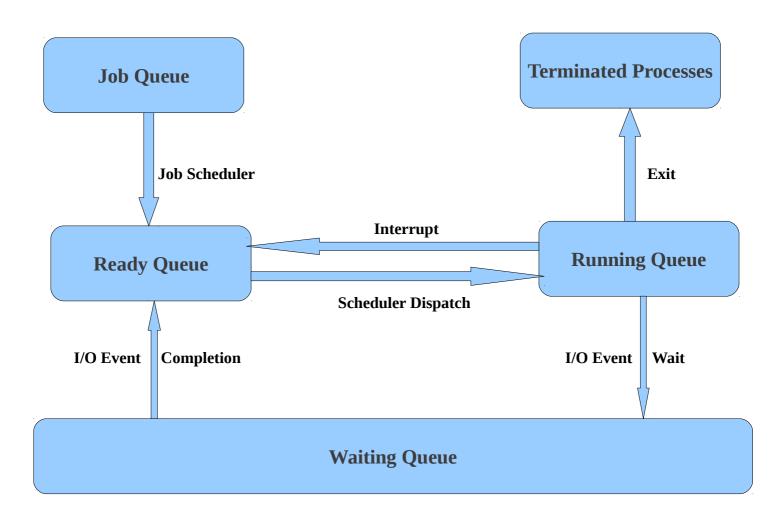
lokesh@ubuntu: ~/Dropbox/OS/\S1
                                            lokesh@ubuntu:~/Dropbox/OS/LS1$ g++ q3.cpp -o q3.out
lokesh@ubuntu:~/Dropbox/OS/LS1$ ./q3.out
How many elemets for Ready Queue:
                                                                                                                                                                                               (choice != 0)
                                                                                                                                                                                              obQueue.enqueue((rand()%100)+100);
                                            How many elemets for Job Queue:
                                            4
How many elemets for Waiting Queue:
                                                                                                                                                                                              ry of element for Waiting Queue
<< "How many elemets for Waiting Qι
>> choice;
                                            Ready Queue with process IDs (PIDs): 141
Job Queue with process IDs (PIDs): 141
Waiting Queue with process IDs (PIDs): 122
                                                                                                                                                                102
114
178
                                                                                                                                                                              138
srand((unsigned)time(0));
int choice = 0;
                                                                                                                                                                                              waitQueue.enqueue((rand()%100)+100);
thoice--;
                                            lokesh@ubuntu:~/Dropbox/OS/LS1$
                                                                                                                                                                                              play Ready Queue
<< "\nReady Queue with process IDs
Queue.queueDisplay();
                                            lokesh@ubuntu:~/Dropbox/OS/LS1$
Queue readyQueue;
Queue jobQueue;
Queue waitQueue;
                                                                                                                                                                                             play Job Queue
<< "\nJob Queue with process IDs (f
jeue.queueDisplay();</pre>
//entry of PIDs for Ready Ou
cout << "How many elemets for Ready Queue: " << endl;
cin >> choice;
                                                                                                                class Queue
                                                                                                                                                                                     //display Waiting Queue
cout << "\nWaiting Queue with process IC
waitQueue.queueDisplay();</pre>
                                                                                                                                                                                     cout << "\n\n" << endl;
      readyQueue.enqueue((rand()%100)+100);
                                                                                                                             head = tail = 0;
```

gcc version 4.6.3 (Ubuntu/Linaro 4.6.3-1 ubuntu5)

## **Question 4**

Simulate (Diagrammatically, if Possible) various Process States. Three key strokes (or buttons) can be used as input to represent a scheduler, an interrupt, and the I/O event. The program should be able use the queues designed in question 3.

## **Solution to question 4**



# **Algorithm**

#### Algorithm used:

#### //to create the Ready Queue

take input from the user for the number of queues in each of the Ready Queue Initialize count to 0

While count is less then input number generate a random number to be stored in queue as pID count = count +1

#### //to create the Job Queue

take input from the user for the number of queues in each of the Job Queue Initialize count to 0

While count is less then input number generate a random number to be stored in queue as pID count = count +1

#### //to create the Waiting Queue

take input from the user for the number of queues in each of the Waiting Queue

Initialize count to 0

While count is less then input number generate a random number to be stored in queue as pID count = count +1

to display the Menu with all the options:

- 1. Scheduler
- 2. Interrupt
- 3. I/O Event Wait
- 4. I/O Event Completion

take input from the user for the operation to perform

## switch choice (1 to 4) perform the operation according to choice

- 1. scheduler will dequeue Ready Queue and enqueue Running Queue
- 2. interrupt will dequeue Running Queue and enqueue Ready Queue
- 3. I/O Event wait will dequeue Running Queue and enqueue Waiting Queue
- 4. I/O Event wait will dequeue Waiting Queue and enqueue Ready Queue

if the choice is other then 1 to 4 then the process ends and displays the contents of the queues

### //to display the Ready Queue

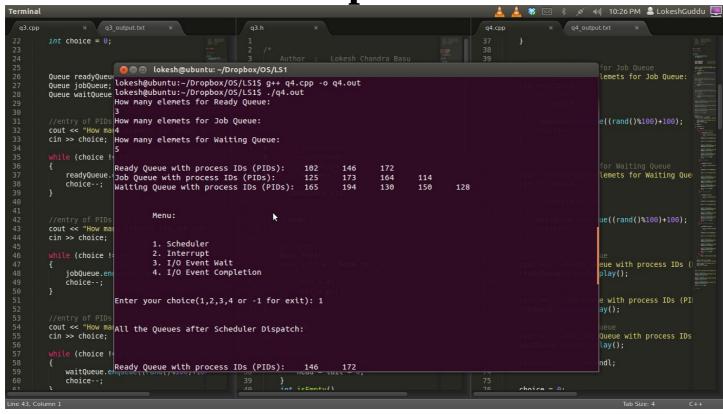
initialize count to zero again while count is less then length.readyQueue display info.readyQueue

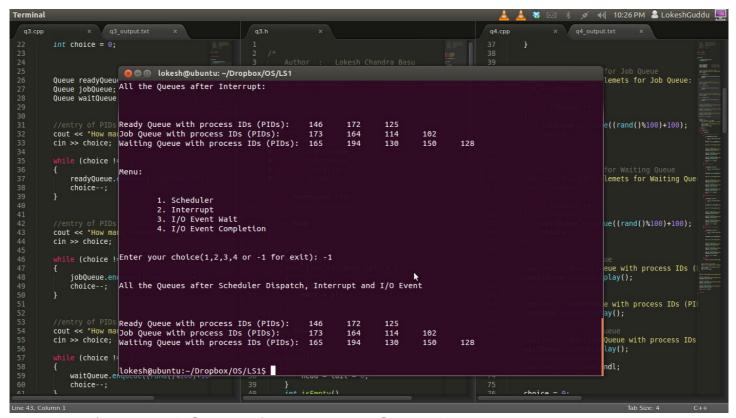
#### //to display the Job Queue

initialize count to zero again while count is less then length.jobQueue display info.jobQueue

### //to display the Waiting Queue

initialize count to zero again while count is less then length.waitQueue display info.waitQueue Output





gcc version 4.6.3 (Ubuntu/Linaro 4.6.3-1 ubuntu5)