

## Assessment I – April 2, 2025

### Model Answers

Consider a **Real-Time System** in which there are three tasks. Their period and execution time are as follows:

Processes	Execution time, e	Period, p
P1	35	100
P2	10	50
P3	30	150

The **total utilization of processor** is \_\_\_\_\_ %.

#### Solution

$$35/100 + 10/50 + 30/150 = 0.35 + 0.2 + 0.2 = 0.75 = 75\%$$

Assume that there are 4 processes, P1 through P4, and 3 resource types: A, B and C.  
At time T0, let consider the following snapshot of the system:

Process	Allocation			Max			Available		
	A	B	C	A	B	C	A	B	C
P1	0	1	0	7	5	5	2	3	0
P2	3	0	2	3	2	2			
P3	3	0	2	9	0	2			
P4	2	1	1	2	2	2			

The system is currently in a safe state.

What is the execution order of the processes so that the system remains in a safe state?

- a. P2 P4 P3 P1
- b. P2 P1 P3 P4
- c. P1 P2 P3 P4

- d. P1 P3 P2 P4
- e. P3 P1 P4 P2
- f. P4 P1 P2 P3
- g. P3 P1 P2 P4
- h. P4 P3 P1 P2

### Solution

Available resource (A B C) = (2 3 0)

Process	Need		
	A	B	C
P1	7	4	5
P2	0	2	0
P3	6	0	0
P4	0	1	1

P2: (2 3 0) + (3 0 2) = (5 3 2)

P4: (2 1 1) + (5 3 2) = (7 4 3)

P3: (3 0 2) + (7 4 3) = (10 4 5)

P1: (0 1 0) + (10 4 5) = (10 5 5)

Calculate the predicted burst time using exponential averaging for the **fifth** process if the predicted burst time for the first process is **10** units and actual burst time of the first four processes is **2, 4, 6** and **8** units respectively, given  $\alpha = 0.5$ .

### Solution

Predicted burst time for **1<sup>st</sup> process** = **10 units**

Actual burst time of the first four processes = 2, 4, 6, 8       $\alpha = 0.5$

Predicted burst time for **2<sup>nd</sup> process** =  $\alpha \times \text{Actual burst time of 1<sup>st</sup> process} + (1-\alpha) \times \text{Predicted burst time for 1<sup>st</sup> process}$

$$= 0.5 \times 2 + 0.5 \times 10 = 1 + 5 = 6 \text{ units}$$

Predicted burst time for **3<sup>rd</sup> process** =  $\alpha \times \text{Actual burst time of 2<sup>nd</sup> process} + (1-\alpha) \times \text{Predicted burst time for 2<sup>nd</sup> process}$

$$= 0.5 \times 4 + 0.5 \times 6 = 2 + 3 = 5 \text{ units}$$

Predicted burst time for **4<sup>th</sup> process** =  $\alpha \times \text{Actual burst time of 3<sup>rd</sup> process} + (1-\alpha) \times \text{Predicted burst time for 3<sup>rd</sup> process}$

$$= 0.5 \times 6 + 0.5 \times 5 = 3 + 2.5 = 5.5 \text{ units}$$

Predicted burst time for **5<sup>th</sup> process** =  $\alpha \times \text{Actual burst time of 4<sup>th</sup> process} + (1-\alpha) \times \text{Predicted burst time for 4<sup>th</sup> process}$

$$= 0.5 \times 8 + 0.5 \times 5.5 = 4 + 2.75 = \mathbf{6.75 \text{ units}}$$

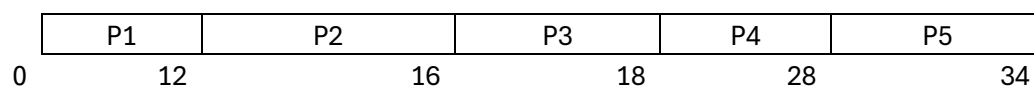
Consider the following scenario of processes and the **First-Come First-Served (FCFS)** scheduling algorithm.  
Calculate the **average waiting time** of the system.

Process ID	Arrival time (ms)	Burst time (ms)
P1	0	12
P2	2	4
P3	5	2
P4	8	10
P5	10	6

**Answer:**

The average waiting time of the system is

The Gant chart



The waiting time of P1 = 0  
The waiting time of P2 = 12-2=10  
The waiting time of P3 = 16-5=11  
The waiting time of P4 = 18-8=10  
The waiting time of P5 =28-10=18  
The average waiting time =  $(0 + 10 + 11 + 10 + 18) / 5 = 49/5 = 9.8$

A number is said to be a **palindrome** number if it reads the same forward and backward i.e., on reversing the digits of the number we get the same number.

Write a C program that starts by reading the number and then the program should display whether a given number is palindrome or not.

**Test Case 1:**

Input:

121

Output:

121 is a palindrome number.

**Test Case 2:**

Input:

342

Output:

342 is not a palindrome number.

**Solution**

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

```
int main() {
```

```
int number, original, reversed = 0, remainder;

scanf("%d", &number);

original = number;

while (number != 0) {
    remainder = number % 10;
    reversed = reversed * 10 + remainder;
    number /= 10;
}

if (original == reversed) {
    printf("%d is a palindrome number.\n", original);
} else {
    printf("%d is not a palindrome number.\n", original);
}

return 0;
}
```