OS LAB Exp:4

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//4.a)
#include<stdio.h>
int main(){
int n, bt[20], wt[20], tat[20], i, j; float avwt = 0, avtat = 0;
printf("Enter Total Number of processes (max 20) : ");
scanf("%d",&n);
                                          Output
printf("\n Enter Process Burst Time \n");
                                          Enter Total Number of processes (max 20) : 3
for( i = 0; i < n; i++){
                                           Enter Process Burst Time
 printf("P[%d] : ",i+1);
 scanf("%d" , &bt[i]);
wt[0] = 0;
                                          Gantt chart:
                                          p[1]_p[2]_p[3]
for( i = 1; i < n; i++){
                                                      Burst Time
                                                                   comp time
                                                                               Waiting Time
                                                                                           Turnaround Time
                                           Process
 wt[i] = 0;
                                          P[1]
                                                         3
                                                                                                3
 for (j = 0; j < i; j++)
                                          P[2]
                                                                      4
                                                                                   3
  wt[i] += bt[j];
                                          P[3]
                                                         2
                                                                                                6
 printf("Gantt chart:\n");
 for(int k=1:k<=n:k++)
                                          Average Waiting Time:2.333333
Average Turnaround Time:4.333333
 {
     printf("p[%d]__",k);
printf("\n Process \tBurst Time\tcomp time\tWaiting Time\tTurnaround Time");
 for( i = 0; i < n; i++){
 tat[i] = bt[i] + wt[i];
 avwt += wt[i]
 avtat += tat[i];
 printf("\n P[\%d] \t \%d \t \%d \t \%d \t \%d", i+1, bt[i], tat[i], wt[i], tat[i]);
avwt /= i;
avtat /= i;
printf("\n\n Average Waiting Time:%f",avwt); printf("\n Average Turnaround Time:%f \n",avtat);
return 0;
}
//4.b)
#include<stdio.h>
int main() {
 int bt[20], p[20], wt[20], tat[20], i, j, n, total = 0, pos, temp;
 float avg wt, avg tat;
printf("Enter number of process:"); Output
scanf("%d",&n);
                                        Enter number of process:3
                                         Enter Burst Time:
 printf("\n Enter Burst Time:\n");
                                        p1:3
 for( i = 0; i < n; i++){
  printf("p%d:",i+1);
                                        p3:2
  scanf("%d",&bt[i]);
                                        Gantt Chart:
                                        p[2] p[3]
                                                     p[1]
 p[i]=i+1;
                                        Process Burst Time
                                                              completion time Waiting Time
                                                                                           Turnaround Time
                                         p2
                                                  1
                                                                     1
 for( i = 0; i < n; i++){
                                         p3
                                                                                                   3
  pos = i;
                                                  2
                                                                     3
  for( j = i+1; j < n; j++){
                                         p1
  if( bt[j] < bt[pos])</pre>
    pos = j;
                                        Average Waiting Time=1.333333
                                        Average TurnaroundTime=3.333333
 temp = bt[i];
bt[i] = bt[pos];
bt[pos] = temp;
 temp = p[i];
p[i] = p[pos];
 p[pos] = temp;
wt[0] = 0;
 for( i = 1; i < n; i++){
 wt[i] = 0;
  for(j = 0; j < j; j++)
   wt[i] += bt[j];
   total += wt[i]:
 avg wt = (float)total / n;
total = 0;
printf("Gantt Chart:\n");
for(int k=0;k<n;k++)</pre>
                ",p[k]); }
printf("p[%d]
printf("\nProcess\tBurst Time\tcompletion time\tWaiting Time\tTurnaround Time");
 for( i = 0; i < n; i++){
  tat[i] = bt[i] + wt[i];
  total += tat[i];
  avg tat = (float)total / n;
printf("\n\nAverage Waiting Time=%f",avg wt); printf("\nAverage TurnaroundTime=%f\n",avg tat);
```

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// 4. c) Simulate Round Robin CPU scheduling
#include<stdio.h>
int main()
 int n,i,qt,count=0,temp,sq=0,bt[10],wt[10],tat[10],rem_bt[10];
 float awt=0,atat=0;
 printf("Enter number of process: ");
                                            Output
 scanf("%d",&n);
                                            Enter number of process: 3
                                            Enter burst time of process: 3
 printf("Enter burst time of process: ");
 for(i=0;i<n;i++)
                                            Enter quantum time: 1
                                            Gantt chart
  scanf("%d",&bt[i]);
                                            p[1] p[2] p[3] p[1] p[3] p[1] process burst time compl
                                                             completion time turnaround time waiting time
  rem bt[i]=bt[i];
                                                                                      1
 printf("Enter quantum time: ");
                                                                                      3
 scanf("%d",&qt);
                                            Average waiting time=2.33333.
 printf("Gantt chart\n");
                                            Average turnaround time=4.333333
 while(1)
  for(i=0,count=0;i<n;i++)</pre>
   temp=qt;
   if(rem bt[i]==0)
    count++;
    continue;
   if(rem bt[i]>qt)
      { rem_bt[i]=rem_bt[i]-qt; printf("p[%d] ",i+1); }
  else
  if(rem bt[i]>=0)
       printf("p[%d] ",i+1);
   temp=rem bt[i];
   rem bt[i]=0;
  sq=sq+temp;
  tat[i]=sq;
 if(n==count)
 break:
printf("\nprocess\tburst time\tcompletion time\tturnaround time\twaiting time\n");
for(i=0;i<n;i++)
 wt[i]=tat[i]-bt[i];
 awt=awt+wt[i];
 atat=atat+tat[i];
 awt=awt/n;
atat=atat/n;
printf("\nAverage waiting time=%f\n",awt);
printf("Average turnaround time=%f",atat);
```

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// 4.d PROGRAM TO STIMULATE NON-PREEMPTIVE Priority
#include<stdio.h>
                                         Output
#include<stdio.h>
                                         Enter the Number of Process : 3
#include<stdlib.h>
                                        Enter the Burst time and priority :
typedef struct{
 int pno;
                                        Process 2 : 1
 int pri;
                                        Process 3 : 2
 int bt;
                                                        Waiting Time
                                        Process Burst Time
                                                                  completion time Turnaround Time
 int wt;
 } sp:
int main(){
                                        Gantt chart:
 int i,j,n;
                                        p[2]_p[1]_p[3]
                                        Average Waiting time:1.666667
Avg Turnaround time:3.666667
 int tbm = 0, totwt = 0,tottat = 0;
 sp *p,t;
 printf("\n Enter the Number of Process : ");
 scanf("%d", &n);
 p = (sp*) malloc (sizeof(sp));
 printf("\nEnter the Burst time and priority : \n");
 for (i = 0; i < n; i++){}
 printf("Process %d : ", i+1);
 scanf("%d%d", &p[i].bt,&p[i].pri);
 p[i].pno = i+1;
 p[i].wt=0;
 for(i=0;i<n-1;i++)
  for(j=i+1;j<n;j++){
   if(p[i].pri>p[j].pri){
    t = p[i];
    p[i] = p[j];
    p[j] = t;
 printf("\nProcess\tBurst Time\tWaiting Time\tcompletion time\tTurnaround Time\n");
 for (i = 0; i < n; i++){}
  totwt += p[i].wt=tbm;
  tbm += p[i].bt;
  printf("\n%d\t\t%d",p[i].pno,p[i].bt);
  printf("\t\t\d\t\t\d',p[i].wt,p[i].wt+p[i].bt,p[i].wt+p[i].bt);
 tottat = tbm + totwt;
printf("\nGantt chart:\n");
for(i=0;i<n;i++)
    printf("p[%d]_",p[i].pno);
 printf("\n Average Waiting time:%f",(float)totwt/n);
 printf("\n Avg Turnaround time:%f",(float)tottat/n);
```

return 0;