



PRACTICAL FILE OF OPERATING SYSTEM (CSIT-502)

B.Tech: III Year/ V SEM

Name of the Student : ADITI PINGLE

Branch & Section : CSIT -1

Enrollment No. : 0827CI201011

Sem/ Year : B.Tech III Year

Department of Computer Science & Information Technology
AITR, INDORE

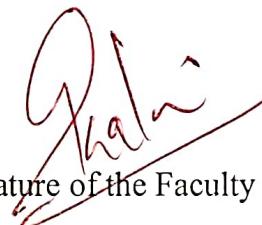
ACROPOLIS INSTITUTE OF TECHNOLOGY & RESEARCH, INDORE
Department of Computer Science & Information Technology

Certificate

This is to certify that the experimental work entered in this journal as per the B.Tech III year syllabus prescribed by the RGPV was done by Mr. / Ms.Aditi...Pingle.....in.V..... semester in the Laboratory of this institute during the academic year 20..20.... 20..24....

Signature of Head

Signature of the Faculty

A handwritten signature in red ink, appearing to read "Ghanshyam Patel". The signature is written in a cursive style with a red diagonal line drawn through it.

SYLLABUS

CSIT-502-OperatingSystem

Branch: Computer Science & Information Technology V Semester

Unit I: Introduction to Operating Systems, Evaluation of OS, Types of operating Systems, system protection, Operating system services, Operating System structure, System Calls and System Boots, Operating System design and implementation, Spooling and Buffering.

Unit II: Basic concepts of CPU scheduling, Scheduling criteria, Scheduling algorithms, algorithm evaluation, multiple processor scheduling. Process concept, operations on processes, threads, inter process communication, precedence graphs, critical section problem, semaphores, classical problems of synchronization.

Unit III: Deadlock problem, deadlock characterization, deadlock prevention, deadlock avoidance, deadlock detection, recovery from deadlock, Methods for deadlock handling. Concepts of memory management, logical and physical address space, swapping, Fixed and Dynamic Partitions, Best-Fit, First-Fit and Worst Fit Allocation, paging, segmentation, and paging combined with segmentation.

Unit IV: Concepts of virtual memory, Cache Memory Organization, demand paging, page replacement algorithms, allocation of frames, thrashing, demand segmentation, Role of Operating System in Security, Security Breaches, System Protection, and Password Management.

Unit V: Disk scheduling, file concepts, File manager, File organization, access methods, allocation methods, free space managements, directory systems, file protection, file organization & access mechanism, file sharing implement issue, File Management in Linux, introduction to distributed systems.

ACROPOLISINSTITUTEOFTECHNOLOGY&RESEARCH
INDORE
Computer Science and Information Technology
Operating System

Index

S.No.	Date of Experiment	Name of the Experiment	Page No.	Date of Submission	Grade & Faculty Sign
1.	16-8-22	Program to Implement FCFS Scheduling	8-14	16-8-22	<i>Ghosh</i>
2.	23-8-22	Program to Implement SJF Scheduling	15-19	23-8-22	<i>Ghosh</i>
3.	30-8-22	Program to Implement SRTF Scheduling	20-23	30-8-22	<i>Ghosh</i>
4.	6-9-22	Program to Implement Round Robin Scheduling	24-27	6-9-22	<i>Ghosh</i>
5.	20-9-22	Program to Implement Priority Scheduling	28-31	20-9-22	<i>Ghosh</i>
6.	27-09-22	Program to Implement Banker's Algorithm	33-37	27-9-22	<i>Ghosh</i>
7.	11-10-22	Program to Implement FIFO Page Replacement Algorithm.	38-40	11-10-22	<i>Ghosh</i>
8.	18-10-22	Program to implement LRU page Replacement Algorithm	41-43	18-10-22	<i>Ghosh</i>
9.	1-11-22	Program to Implement Disk Scheduling(FIFO) Algorithm	44-46	1-11-22	<i>Ghosh</i>
10.	8-11-22	Program to Implement Disk Scheduling(SSTF) Algorithm	47-50	8-11-22	<i>Ghosh</i>

Algorithm:

Step1: Start the process

Step2: Accept the number of processes in the Ready Queue

Step3: For each process in the Ready assign the process id and accept the CPU burst time

Step 4: Set the waiting of the first process as '0' and its burst time as its turn around time

Step5: For each process in the ready Queue calculate

Waiting time for process(n) = waiting time of process(n-1)+Burst time of process(n-1)

Turnaround time for Process(n) =waiting time of Process(n)+Burst time for process(n)

Step6: Calculate

Average waiting time=Total waiting Time / Number of process

Average Turnaround time=Total Turnaround Time / Number of process

Step7: Stop the process

Program:

FCFS with 0 arrival time

```
#include<iostream>
using namespace std;
class FCFS
{
public:
    void findCompletionTime(int process[],int n,int burst_time[],int comp_time[])
    {
        comp_time[0]=burst_time[0];
        cout<<"Completion Time:"<<endl;
        cout<<comp_time[0]<<endl;
        for(int i=1;i<n;i++)
        {
            comp_time[i]=comp_time[i-1]+burst_time[i];
            cout<<comp_time[i]<<endl;
        }
    }
}
```

```

void findTurnAroundTime(int process[],int n,int ct[])
{
    int tat[n],average;
    cout<<"Turn around time:"<<endl;
    for(int i=0;i<n;i++)
    {
        tat[i]=ct[i];
        cout<<tat[i]<<endl;
        average=average+tat[i];
    }
    cout<<"Average Turn around time:"<<average/n<<endl;
}
void findWaitingTime(int process[],int n,int ct[],int bt[],int wt[])
{
    int tat[n],average=0;
    cout<<"Waiting Time:"<<endl;
    for(int i=0;i<n;i++)
    {
        tat[i]=ct[i];
        wt[i]=tat[i]-bt[i];
        average=average+wt[i];
        cout<<wt[i]<<endl;
    }
    average=average/n;
    cout<<"Average waiting time:"<<average;
};

int main()
{
    FCFS f;
    int n;
    cout<<"Enter no of processes:";
    cin>>n;
    int process[n];
    for(int i=1;i<=n;i++)
    {
        cin>>process[i];
    }
    int burst_time[]={2,3,4,5};
    int comp_time[n],waiting_time[n],tat[n];

    f.findCompletionTime(process,n,burst_time,comp_time);
    f.findTurnAroundTime(process,n,comp_time);
    f.findWaitingTime(process,n,comp_time,burst_time,waiting_time);
}

```

FCFS with varying arrival time

```
#include<iostream>
#include<algorithm>
#include<string.h>
using namespace std;

void findCompletionTime(int process[],int n,int arrival_time[],int burst_time[],int ct[])
{
//ct[0]=burst_time[0];

for(int i=0;i<n;i++)
{
if(i==0)
{
ct[0]=burst_time[0];
}
else
ct[i]=ct[i-1]+burst_time[i];
}
}

void findTurnAroundTime(int process[],int n,int ct[],int at[],int tat[])
{
for(int i=0;i<n;i++)
{
tat[i]=ct[i]-at[i];}}
void findWaitingTime(int process[],int n,int tat[],int bt[],int wt[])
{
for(int i=0;i<n;i++)
{
wt[i]=tat[i]-bt[i];}}
void display(int process[],int n,int at[],int bt[],int ct[],int tat[],int wt[])
{
cout<<"Process ID      Arrival Time      Burst Time      Completion Time      TurnAround Time
Waiting Time"<<endl;
for(int i=0;i<n;i++)
{
cout<<process[i]<<"          "<<at[i]<<"          "<<bt[i]<<"          "<<ct[i]<<"<<endl;
"          "<<tat[i]<<"          "<<wt[i]<<endl;
}}}
```

```

void sortAccordingArrivalTime(int process[],int n,int at[], int bt[])
{
    bool swapped;
    int temp;
    int stemp;
    for (int i = 0; i < n; i++)
    {
        swapped = false;
        for (int j = 0; j < n - i - 1; j++)
        {
            if (at[j] > at[j + 1])
            {

                temp = at[j];
                at[j] = at[j + 1];
                at[j + 1] = temp;

                temp = bt[j];
                bt[j] = bt[j + 1];
                bt[j + 1] = temp;
                temp = process[j];
                process[j] = process[j + 1];
                process[j + 1] = temp;
                swapped = true;
            }
        }
        if (swapped == false)
        {
            break;}}
    void average(int process[],int n,int tat[],int wt[])
    {
        float avgtat=0,avgwt=0;
        for(int i=0;i<n;i++)
        {
            avgtat=avgtat+tat[i];
            avgwt=avgwt+wt[i];
        }
        cout<<"Average TurnAround Time:"<<avgtat/float(n)<<endl;
        cout<<"Average Waiting Time:"<<avgwt/float(n)<<endl;
    }
}

```

```

int main()
{
int n;
cout<<"Enter no. of processes:"<<endl;
cin>>n;
int process[n];
for(int i=0;i<n;i++)
{
cin>>process[i];
}
cout<<"Enter arrival time:"<<endl;
int arrival_time[n];
for(int i=0;i<n;i++)
{
cin>>arrival_time[i];
}
cout<<"Enter burst time:"<<endl;
int burst_time[n];
for(int i=0;i<n;i++)
{
cin>>burst_time[i];
}
sortAccordingArrivalTime(process,n,arrival_time,burst_time);
int ct[n],tat[n],wt[n];

findCompletionTime(process,n,arrival_time,burst_time,ct);
findTurnAroundTime(process,n,ct,arrival_time,tat);
findWaitingTime(process,n,tat,burst_time,wt);
display(process,n,arrival_time,burst_time,ct,tat,wt);
average(process,n,tat,wt);
return 0;
}

```

Output:

FCFS with 0 arrival time:

```
Enter no of processes:5
1 2 3 4 5
Completion Time:
2
5
9
14
19
Turn around time:
2
5
9
14
19
Average Turn around time:10
Waiting Time:
0
2
5
9
14
Average waiting time:6
```

Result:

Average Waiting Time: 10

Average Turnaround Time: 6

FCFS with varying arrival time

```
Enter no. of processes:
5
1 2 3 4 5
Enter arrival time:
0 1 2 3 4
Enter burst time:
4 3 1 2 5
Process ID    Arrival Time    Burst Time    Completion Time    TurnAround Time    Waiting Time
1              0                4              4                4                0
2              1                3              7                6                3
3              2                1              8                6                5
4              3                2              10               7                5
5              4                5              15               11               6
Average TurnAround Time:6.8
Average Waiting Time:3.8
```

Result:

Average Waiting Time: 6.8

Average Turnaround Time: 3.8

Experiment-2

SJF Scheduling

Name of Student: ADITI PINGLE		Class: B.Tech CI-1
Enrollment No: 0827CI201011		Batch: 2020-2024
Date of Experiment: 23-8-22	Date of Submission: 23-8-22	Submitted on: 23-8-22
Remarks by faculty:		Grade:
Signature of student: 	Signature of Faculty:	

OBJECTIVE OF THE EXPERIMENT

To write C++ program to Implement SJF CPU Scheduling Algorithm.

FACILITIES REQUIRED

Facilities Required Doing The Experiment:

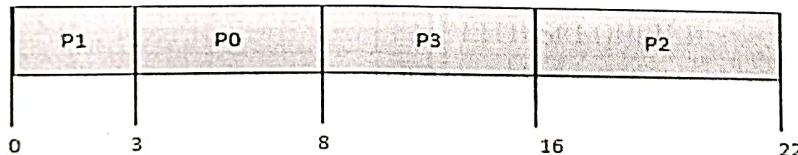
S.NO	FACILITIES REQUIRED	QUANTITY
1	System	1
2	WINDOWS XP/7	

Concept of SJF:

Best approach to minimize waiting time.

Processor should know in advance how much time process will take.

Process	Arrival Time	Execute Time	Service Time
P0	0	5	0
P1	1	3	3
P2	2	8	8
P3	3	6	16



Algorithm:

Step1: Start

Step2: Accept the number of processes in the ready Queue

Step 3: For each process in the readyQ assign the process id and accept the CPU burst time

Step4: Start the ReadyQ according the shortest Burst time by sorting according to lowest to highest burst time.

Step5: Set the waiting time of the first process as '0' and its turnaround time as its burst time.

Step6: For each process in the ready queue, calculate

Waiting time for process(n)=waiting time of process(n-1)+Burst time of process(n-1)

Turnaround time for Process(n)=waiting time of Process(n)+Burst time for process(n)

Step7: Calculate

Average waiting time=Total waiting Time / Number of process

Average Turnaround time=Total Turnaround Time / Number of process

Step8: Stop the process

Program:

```
#include<iostream>
using namespace std;
void sort(int process[],int n,int a[],int b[])
{
    int temp;
    for(int i=0;i<n;i++)
    {
        for(int j=i+1;j<n;j++)
        {
            if(b[i]>b[j])
            {
                temp=a[i];
                a[i]=a[j];
                a[j]=temp;
            }
        }
    }
}
```

```

a[j]=temp;
temp=b[i];
b[i]=b[j];
b[j]=temp;
}}
}}
int main()
{
int n,temp,tt=0,min,d,i,j;
float atat=0,awt=0,stat=0,swt=0;

cout<<"enter no of process"<<endl;
cin>>n;
int process[n],a[n],b[n],e[n],tat[n],wt[n];
for(i=0;i<n;i++){
cin>>process[i];
}
cout<<"enter arival time ";
for(i=0;i<n;i++) {
cin>>a[i];
}
cout<<"enter brust time ";
for(i=0;i<n;i++) {
cin>>b[i];
}
sort(process,n,a,b);
min=a[0];
for(i=0;i<n;i++)
{
if(min>a[i])
{
min=a[i];
d=i;
}}
tt=min;
e[d]=tt+b[d];
tt=e[d];
}

```

```

for(i=0;i<n;i++)
{
if(a[i]!=min)
{
e[i]=b[i]+tt;
tt=e[i];
}
}
for(i=0;i<n;i++)
{
tat[i]=e[i]-a[i];
stat=stat+tat[i];
wt[i]=tat[i]-b[i];
swt=swt+wt[i];
}
atat=stat/n;
awt=swt/n;
cout<<"Process Arrival-time(s) Burst-time(s) Waiting-time(s) Turnaround-time(s)\n";
for(i=0;i<n;i++)
{
cout<<process[i]<<"<<a[i]<<"<<b[i]<<"<<wt[i]<<"<<endl;
}
cout<<"Average Waiting Time:"<<awt<<endl;
cout<<"Average TurnAround Time"<<atat;
}

```

Output:

```
enter no of process
3
1
2
3
enter arival time 0
1
2
enter brust time 4
3
6
Process  Arrival-time(s)  Burst-time(s)  Waiting-time(s)  Turnaround-time(s)
1          1                  3              3                6
2          0                  4              0                4
3          2                  6              5                11
Average Waiting Time:2.66667
Average TurnAround Time7
```

Result:

Average Waiting Time: 2.66667

Average Turnaround Time: 7

Algorithm:

Step1: Start the process

Step2: Accept the number of processes in the ready Queue

Step 3: For each process in the ready Q, assign the process id and accept the CPU burst time

Step4: For each process in the ready Q, Accept Arrival time

Step4: Start the ReadyQ according the shortest Burst time by sorting according to lowest to highest burst time.

Step5: Set the waiting time of the first process in Sorted Q as '0'.

Step 6: After every unit of time compare the remaining time of currently executing process (RT) and Burst time of newly arrived process (BTn).

Step 7: If the burst time of newly arrived process (BTn) is less than the currently executing process (RT) the processor will preempt the currently executing process and starts executing newly arrived process

Step8: Calculate

Average waiting time = Total waiting Time / Number of process

Average Turnaround time = Total Turnaround Time / Number of process

Step8: Stop the process

Program:

```
#include <bits/stdc++.h>
using namespace std;

struct Process {
    int pid; // Process ID
    int bt; // Burst Time
    int art; // Arrival Time
};
```

```

void findWaitingTime(Process proc[], int n,
int wt[])
{
    int rt[n];
    for (int i = 0; i < n; i++)
        rt[i] = proc[i].bt;

    int complete = 0, t = 0, minm = INT_MAX;
    int shortest = 0, finish_time;
    bool check = false;

    while (complete != n) {
        for (int j = 0; j < n; j++) {
            if ((proc[j].art <= t) &&
                (rt[j] < minm) && rt[j] > 0) {
                minm = rt[j];
                shortest = j;
                check = true;
            }
        }
        if (check == false) {
            t++;
            continue;
        }
        rt[shortest]--;
        minm = rt[shortest];
        if (minm == 0)
            minm = INT_MAX;

        if (rt[shortest] == 0) {
            complete++;
            check = false;
            finish_time = t + 1;
            wt[shortest] = finish_time -
                proc[shortest].bt -
                proc[shortest].art;

            if (wt[shortest] < 0)
                wt[shortest] = 0;
        }
        t++;
    }
}

```

```

void findTurnAroundTime(Process proc[], int n,
int wt[], int tat[])
{
    for (int i = 0; i < n; i++)
        tat[i] = proc[i].bt + wt[i];
}
void findavgTime(Process proc[], int n)
{
    int wt[n], tat[n], total_wt = 0,
    total_tat = 0;
    findWaitingTime(proc, n, wt);
    findTurnAroundTime(proc, n, wt, tat);
    cout << " P\t\t" << "BT\t\t" << "WT\t\t" << "TAT\t\t\n";
    for (int i = 0; i < n; i++) {
        total_wt = total_wt + wt[i];
        total_tat = total_tat + tat[i];

        cout << " " << proc[i].pid << "\t\t" << proc[i].bt << "\t\t" << wt[i] << "\t\t" << tat[i] << endl;
    }
    cout << "\nAverage waiting time = " << (float)total_wt / (float)n;
    cout << "\nAverage turn around time = " << (float)total_tat / (float)n;
}
int main()
{
    Process proc[] = { { 1, 6, 2 }, { 2, 2, 5 }, { 3, 8, 1 }, { 4, 3, 0 }, { 5, 4, 4 } };
    int n = sizeof(proc) / sizeof(proc[0]);

    findavgTime(proc, n);
    return 0;
}

```

Output

P	BT	WT	TAT
1	6	7	13
2	2	0	2
3	8	14	22
4	3	0	3
5	4	2	6

Average waiting time = 4.6
 Average turn around time = 9.2

Result:

Average Waiting Time: 4.6

Average Turnaround Time: 9.2

Experiment-4
ROUND ROBIN Scheduling

Name of Student: ADITI PINGLE		Class: B.tech CI-1
Enrolment No: 0827CI201011		Batch: 2020-2024
Date of Experiment 6/9/22	Date of Submission 6/9/22	Submitted on: 6/9/22
Remarks by faculty:	Grade:	
Signature of student: <i>Aditi</i>	Signature of Faculty:	

OBJECTIVE OF THE EXPERIMENT

To write C++ program to implement Round Robin Scheduling.

FACILITIES REQUIRED

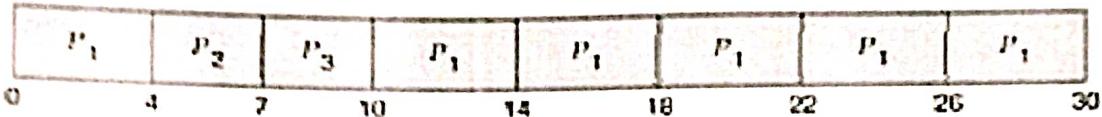
Facilities Required To do The Experiment:

S.NO	FACILITIES REQUIRED	QUANTITY
1	System	1
2	Windows XP/7	

Concept of Round Robin Scheduling:

This Algorithm is designed especially for time-sharing systems. A small unit of time, called time slices or quantum is defined. All run able processes are kept in a circular queue. The CPU scheduler goes around this queue, allocating the CPU to each process for a time interval of one quantum. New processes are added to the tail of the queue. The CPU scheduler picks the first process from the queue, sets a timer to interrupt after one quantum, and dispatches the process. If the process is still running at the end of the quantum, the CPU is preempted and the process is added to the tail of the queue. If the process finishes before the end of the quantum, the process itself releases the CPU voluntarily Every time a process is granted the CPU, a context switch occurs, this adds overhead to the process execution time.

Process	Burst Time
P ₁	24
P ₂	3
P ₃	3



Algorithm:

Step1: Start the process

Step2: Accept the number of processes in the ready Queue and time quantum (or) time slice

Step 3: For each process in the ready Q, assign the process id and accept the CPU burst time

Step4: Calculate the no. of time slices for each process where

No. of time slice for process(n)=burst time process(n)/time slice

Step5: If the burst time is less than the time slice then no. of time slices=1.

Step6: Consider there ready queue is a circular Q, calculate

Waiting time for process(n)=waiting time of process(n-1)+burst time of process(n-1)+the time difference in getting the CPU from process(n-1)

Turnaround time for process(n)=waiting time of process(n)+burst time of process(n)+the time difference in getting CPU from process(n).

Step7: Calculate

Average waiting time=Total waiting Time/Number of process

Average Turnaround time=Total Turnaround Time/Number of process

Step8: Stop the process

Program:

```
#include<iostream>
using namespace std;
int main()
{
    int i,j,n,time,remain,flag=0,time_quantum;
    int wait_time=0,turnaround_time=0,process[10],at[10],bt[10],rt[10];
    cout<<"Enter Total Process:\t ";
    cin>>n;
```

```

remain=n;
for(i=0;i<n;i++)
{
cin>>process[i];
}
cout<<"Enter arrival time:";
for(i=0;i<n;i++)
{
cin>>at[i];
}
cout<<"Enter burst time:";
for(i=0;i<n;i++)
{
cin>>bt[i];
rt[i]=bt[i];
}
cout<<"Enter Time Quantum:\t";
cin>>time_quantum;
cout<<"\n\nProcess\tTurnaroundTime|Waiting Time\n\n";
for(time=0,i=0;remain!=0;
{
if(rt[i]<=time_quantum&& rt[i]>0)
{
time+=rt[i];
rt[i]=0;
flag=1;
}
else if(rt[i]>0)
{
rt[i]-=time_quantum;
time+=time_quantum;
}
if(rt[i]==0 && flag==1)
{
remain--;
cout<<process[i]<<"\t"<<time-at[i]<<"\t"<<time-at[i]-bt[i];
cout<<"\n";
wait_time+=time-at[i]-bt[i];
turnaround_time+=time-at[i];
}
}

```

```

    flag=0;
}
if(i==n-1)
i=0;
else if(at[i+1]<=time)
i++;
else
i=0;
}
cout<<"\nAverage Waiting Time= \n"<<wait_time*1.0/n;
cout<<"\nAvg Turnaround Time =\n"<<turnaround_time*1.0/n;

return 0;
}

```

Output:

```

Enter Total Process:      5
1 2 3 4 5
Enter arrival time:0 1 2 3 4
Enter burst time:2 3 1 5 2
Enter Time Quantum:      2

Process |Turnaround Time|Waiting Time
1       2           0
3       3           2
5       5           3
2       9           6
4       10          5

Average Waiting Time=
3.2
Avg Turnaround Time =
5.8

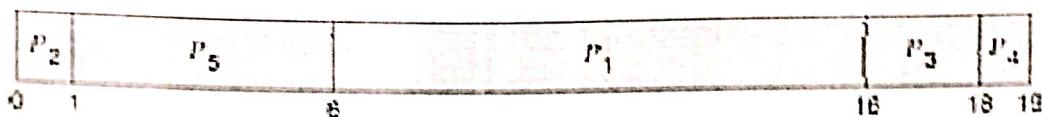
```

Result:

Average Waiting Time: 3.2

Average Turnaround Time: 5.8

P_5	5	2	1	6
Average	-	-	8.2	12



Algorithm:

Step1: Start

Step2: Accept the number of processes in the ready Queue

Step3: For each process in the readyQ, assign the processed and accept the CPU burst time

Step4: Sort the ready queue according to the priority number.

Step 5: Set the waiting of the first process as '0' and its burst time as its turnaround time

Step6: For each process in the ReadyQ calculate

Waiting time for process(n)=waiting time of process(n-1)+Burst time of process(n-1)

Turnaround time for Process(n)=waiting time of Process(n)+Burst time for process(n)

Step7:Calculate

Average waiting time=Total waiting Time/Number of process

Average Turnaround time=Total Turnaround Time/Number of process

Step8: Stop the process

Program:

```
#include<iostream>
using namespace std;

int main()
{
int bt[20],p[20],wt[20],tat[20],pr[20],i,j,n,total=0,pos,temp,avg_wt,avg_tat;
cout<<"Enter Total Number of Process:";
cin>>n;
```

```

cout<<"\nEnter Burst Time and Priority\n";
for(i=0;i<n;i++)
{
cout<<"nP["<<i+1<<"]\n";
cout<<"Burst Time:";
cin>>bt[i];
cout<<"Priority:";
cin>>pr[i];
p[i]=i+1;
}
for(i=0;i<n;i++){
pos=i;
for(j=i+1;j<n;j++)
{
if(pr[j]<pr[pos])
pos=j;
}
temp=pr[i];
pr[i]=pr[pos];
pr[pos]=temp;

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<i;j++)
wt[i]+=bt[j];

total+=wt[i];
}
avg_wt=total/n; //average waiting time
total=0;
cout<<"\nProcess\t Burst Time \tWaiting Time\tTurnaround Time";
for(i=0;i<n;i++) {
tat[i]=bt[i]+wt[i]; total+=tat[i];
cout<<"nP["<<p[i]<<"]\t\t "<<bt[i]<<"\t\t "<<wt[i]<<"\t\t\t"<<tat[i];
}

```

```

avg_tat=total/n;
cout<<"\n\nAverage Waiting Time=<<avg_wt;
cout<<"\nAverage Turnaround Time=<<avg_tat;
return 0;
}
Output

```

Enter Total Number of Process:5				
Enter Burst Time and Priority				
P[1]	Burst Time:1	2	Priority:	
P[2]	Burst Time:1	4	Priority:	
P[3]	Burst Time:4	2	Priority:	
P[4]	Burst Time:1	4	Priority:	
P[5]	Burst Time:1	3	Priority:	
Process	Burst Time	Waiting Time	Turnaround Time	
p[1]	1	0	1	
p[3]	4	1	5	
p[5]	1	5	6	
p[4]	1	6	7	
p[2]	1	7	8	
Average Waiting Time=3				
Average Turnaround Time=5				

Result:

Average Waiting Time: 3

Average Turnaround Time: 5

Experiment-6

BANKERALGORITHM

Name of Student: ADITI PINGLE	Class: B.Tech CI-1	
Enrollment No: 0827CI201011	Batch: 2020-2024	
Date of Experiment 27-9-22	Date of Submission 27-9-22	Submitted on: 27-9-22
Remarks by faculty:	Grade:	
Signature of student: <i>Aditi</i>	Signature of Faculty:	

OBJECTIVE OF THE EXPERIMENT

To write C++ program to implement deadlock avoidance & Prevention by using Banker's Algorithm.

FACILITIES REQUIRED

Facilities Required To do The Experiment:

S.NO	FACILITIES REQUIRED	QUANTITY
1	System	1
2	Windows XP/7	

Concept of BANKER'S Algorithm:

The Banker's algorithm is a resource allocation and deadlock avoidance algorithm that tests for safety by simulating the allocation of predetermined maximum possible amounts of all resources, and then makes an "s-state" check to test for possible deadlock conditions for all other pending activities, before deciding whether allocation should be allowed to continue.

Always keep so many resources that satisfy the needs of at least one client Multiple instances.
Each process must a priori claim maximum use.

When a process requests a resource it may have to wait.

When a process gets all its resources it must return the min a finite amount of time.

Algorithm:

1. Start the program.
2. Get the values of resources and processes.
3. Get the avail value.
4. After allocation find the need value.
5. Check whether it's possible to allocate.
6. If it is possible then the system is in safe state.
7. Else system is not in safety state.
8. If the new request comes then check that the system is in safety.
9. Or not if we allow the request.
10. Stop the program.

Program:

```
#include<iostream>
using namespace std;

class Bankers{
public:
int alloc[50][50];
int maxi[50][50];
int need[50][50];
int avail[50];

int check_safety(int j,int nr){
for(int i=0;i<nr;i++){
if(need[j][i]>avail[i])
return 0;
}
return 1;
}
int check(bool a[],int n){
for(int i=0;i<n;i++)
{
if(a[i]==false)
return 0;
}
}
```

```

        return 1;
    }
};

int main()
{
    Bankers b;
    int np=100;

    int nr=100;
    cout<<"\nEnter the no of processes : ";

    cin>>np;

    cout<<"\nEnter the no of resources : ";

    cin>>nr;

    cout<<"\nEnter the allocation data : \n";

    for(int i=0;i<np;i++)
        for(int j=0;j<nr;j++)
            cin>>b.alloc[i][j];

    cout<<"\nEnter the requirement data : \n";

    for(int i=0;i<np;i++)
        for(int j=0;j<nr;j++)
            cin>>b.maxi[i][j];

    for(int i=0;i<np;i++)
        for(int j=0;j<nr;j++)
            b.need[i][j]=b.maxi[i][j]-b.alloc[i][j];
    cout<<"\nEnter the availability matrix : \n";

    for(int i=0;i<nr;i++)
        cin>>b.avail[i];
    int ex_it=nr;

```

```

int flag;
bool completed[np];
while(10) {
    for(int i=0;i<np;i++)
    {
        if(!completed[i] && b.check_safety(i,nr))
        {
            for(int j=0;j<nr;j++)
                b.avail[j]+=b.alloc[i][j];
        }
        completed[i]=true;
    }
    flag=b.check(completed,np);
    ex_it--;
    if(flag==1 || ex_it==0)
        break;
}
cout<<"\nThe final availability matrix \n";
for(int i=0;i<nr;i++)
{
    cout<<b.avail[i]<<" ";
    cout<<"\n ----- Result ----- \n";
}
if(flag==1)
    cout<<"There is no deadlock";
else
    cout<<"Sorry there is a possibility of deadlock";
return 0;
}

```

Output:

```
Enter the no of processes : 5
Enter the no of resources : 3
Enter the allocation data :
0 1 0
2 0 0
3 0 2
2 1 1
0 0 2

Enter the requirement data :
7 5 3
3 2 2
9 0 2
2 2 2
4 3 3

Enter the availability matrix :
3 3 2

The final availability matrix
7 4 5
----- Result -----
There is no deadlock
```

Result:

The Sequence Is:
P1 -> P3 -> P4 -> P0 -> P2

Experiment-7

FIFO PAGE REPLACEMENT

Name of Student: ADITI PINGLE	Class: B.Tech CI-1	
Enrollment No: 0827CI201011	Batch: 2020-2024	
Date of Experiment 11-10-22	Date of Submission 11-10-22	Submitted on: 11-10-22
Remarks by faculty:	Grade:	
Signature of student: 	Signature of Faculty:	

OBJECTIVE OF THE EXPERIMENT

To Implement Page Replacement Algorithm FIFO.

FACILITIES REQUIRED

Facilities Required To Do The Experiment:

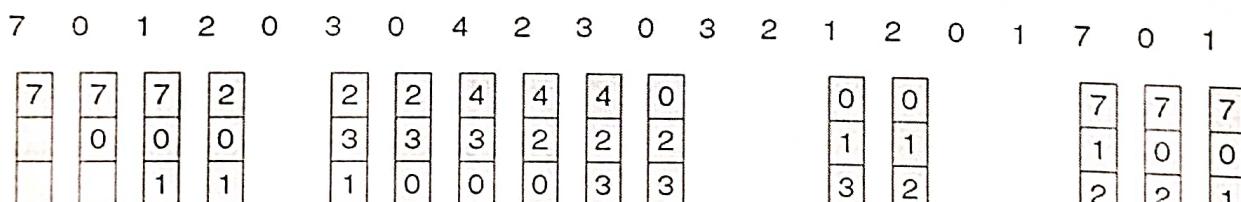
S.NO	FACILITIES REQUIRED	QUANTITY
1	System	1
2	Windows XP/7	

Concept FIFO Page Replacement:

Treats page frames allocated to a process as a circular buffer:

When the buffer is full, the oldest page is replaced. Hence first-in, first-out: A frequently used page is often the oldest, so it will be repeatedly paged out by FIFO. Simple to implement: requires only a pointer that circles through the page frames of the process.

reference string



page frames

FIFO Replacement manifests Belady's

Anomaly: more frames \Rightarrow more page faults

Reference string: 1, 2, 3, 4, 1, 2, 5, 1, 2, 3, 4, 5

3Frames:-9 page fault

4Frames:-10 page fault

Algorithm:

Step1: Create a queue to hold all pages in memory

Step2: When the page is required replace the page at the head of the queue

Step3: Now the new page is inserted at the tail of the queue

Program:

```
#include <iostream>
#include<bits/stdc++.h>
using namespace std;

int pageFault(int page[],int n,int no_frame){
    int pagefault=0;

    vector<int> v1;
    int i;
    for(i=0;i<n;i++){
        auto it=find(v1.begin(),v1.end(),page[i]);
        if(it==v1.end())
        {
            if(v1.size()==no_frame)
            {
                v1.erase(v1.begin());
            }
            v1.push_back(page[i]);
            pagefault++;
        }
    }
    return pagefault;
}

int main()
{
    int page[]={7,0,1,2,0,3,0,4,2,3,0,3,2};

    int n=13;
    int no_frame=4;

    cout<<pageFault(page,n,no_frame);
    return 0;
}
```

Output:



Experiment-8

LRU PAGE REPLACEMENT

Name of Student: ADITI PINGLE	Class: B.Tech CI-1	
Enrollment No: 0827CI201011	Batch: 2020-2024	
Date of Experiment 18-10-22	Date of Submission 18-10-22	Submitted on: 18-10-22
Remarks by faculty:	Grade:	
Signature of student: <u>Aditi</u>	Signature of Faculty:	

OBJECTIVE OF THE EXPERIMENT
To Implement Page Replacement Algorithm LRU.

FACILITIES REQUIRED
Facilities Required To Do The Experiment:

S.NO	FACILITIES REQUIRED	QUANTITY
1	System	1
2	Windows XP/7	

Concept of LRU Algorithm:

Pages that have been heavily used in the last few instructions will probably be heavily used again in the next few. Conversely, pages that have not been used for ages will probably remain unused for a long time. when a page fault occurs, throw out the page that has been unused for the longest time. This strategy is called LRU (Least Recently Used) paging.

Page reference stream:

1	2	3	2	1	5	2	1	6	2	5	6	3	1	3	6	1	2	4	3
1	1	1	1	3	2	1	5	2	1	6	2	5	6	6	1	3	6	1	2
2	2	3	2	1	5	2	1	6	2	5	6	3	1	3	6	1	2	4	3
*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*

LRU
Total 11 page faults

Algorithm:

Step1: Create a queue to hold all pages in memory

Step2: When the page is required replace the page at the head of the queue

Step3: Now the new page is inserted at the tail of the queue

Step4: Create a stack

Step5: When the page fault occurs replace page present at the bottom of the stack

Program:

```
#include <iostream>
#include<bits/stdc++.h>

using namespace std;

int pageFault(int pages[],int n,int mem_capacity)
{
    int pagefault=0;
    vector<int> v1;

    for(int i=0;i<=n;i++)
    {
        auto it=find(v1.begin(),v1.end(),pages[i]);
        if(it==v1.end())
        {
            if(v1.size()==mem_capacity)
            {
                v1.erase(v1.begin());
            }
            v1.push_back(pages[i]);
            pagefault++;
        }
        else
        {
            v1.erase(it);
            v1.push_back(pages[i]);
        }
    }
    return pagefault;
}
```

```
int main()
{
    int pages[] = {7,0,1,2,0,3,0,4,2,3,0,3,2};
    int n = sizeof(pages)/sizeof(pages[0]); //no of pages
    int mem_capacity;
    cout << "Enter no. of frames";
    cin >> mem_capacity;

    cout << pageFault(pages,n,mem_capacity);

    return 0;
}
```

OUTPUT:



Result:

No. of pages faults: 7

Experiment-9

FCFS Disk Scheduling Algorithm

Name of Student: ADITI PINGLE	Class: B.Tech CI-1	
Enrollment No: 0827CI201011	Batch: 2020-2024	
Date of Experiment 1-11-22	Date of Submission 1-11-22	Submitted on: 1-11-22
Remarks by faculty:	Grade:	
Signature of student: <u>Aditi</u>	Signature of Faculty:	

OBJECTIVE OF THE EXPERIMENT

To implement FCFS Disk Scheduling Algorithm

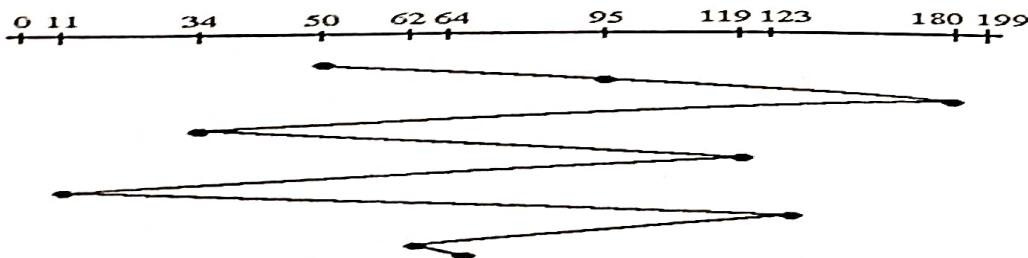
FACILITIES REQUIRED

Facilities Required To Do The Experiment:

S.NO	FACILITIES REQUIRED	QUANTITY
1	System	1
2	Windows XP/7	

Concept of FCFS Disk Scheduling Algorithm:

All incoming requests are placed at the end of the queue. Whatever number that is next in the queue will be the next number served. Using this algorithm doesn't provide the best results. To determine the number of head movements you would simply find the number of tracks it took to move from one request to the next. For this case it went from 50 to 95 to 180 and so on. From 50 to 95 it moved 45 tracks. If you tally up the total number of tracks you will find how many tracks it had to go through before finishing the entire request. In this example, it had a total head movement of 640 tracks. The disadvantage of this algorithm is noted by the oscillation from track 50 to track 180 and then back to track 11 to 123 then to 64. As you will soon see, this is the worse algorithm that one can use.



Algorithm:

Step1: Create a queue to hold all requests in disk

Step2: Move the head to the request in FIFO order(Serve the request first that came first)

Step3: Calculate the total head movement required to serve all request.

Program:

```
#include<iostream>
using namespace std;
int main()
{
int a[100];
int n;

cout<<"Enter no. of service request:";
cin>>n;

for(int i=0;i<n;i++)
{
cin>>a[i];
}

int start;
cout<<"Enter start position of arm:";
cin>>start;

int distance,current;
int seek_count=0;

for(int i=0;i<n;i++){
current=a[i];
distance=abs(current-start);
seek_count=seek_count+distance;
start=current;
}
cout<<"Seek count is:"<<seek_count<<endl;
cout<<"Average seek count is:"<<seek_count/n<<endl;

cout<<"The sequence:";
for(int i=0;i<n;i++)
{
cout<<a[i]<<" ";
}}
```

Output:

```
Enter no. of service request:9  
86 1470 913 1774 948 1509 1022 1750 130  
Enter start position of arm:143  
Seek count is:7081  
Average seek count is:786  
The sequence:86 1470 913 1774 948 1509 1022 1750 130
```

Result:

Total Head Movement Required Serving All Requests: 7081

Experiment-10

SSTF Disk Scheduling Algorithm

Name of Student: ADITI PINGLE	Class: B.Tech CI-1	
Enrollment No: 0827CI201011	Batch: 2020-2024	
Date of Experiment 8-11-22	Date of Submission 8-11-22	Submitted on: 8-11-22
Remarks by faculty:	Grade:	
Signature of student: 	Signature of Faculty:	

OBJECTIVE OF THE EXPERIMENT

To implement SSTF Disk Scheduling Algorithm

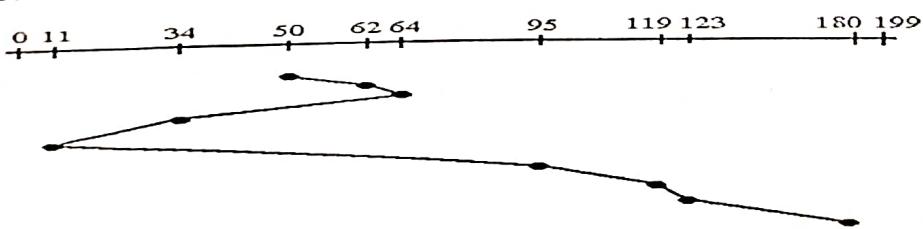
FACILITIES REQUIRED

Facilities Required To Do The Experiment:

S.NO	FACILITIES REQUIRED	QUANTITY
1	System	1
2	Windows XP/7	

Concept of SSTF Disk Scheduling Algorithm:

In this case request is serviced according to next shortest distance. Starting at 50, the next shortest distance would be 62 instead of 34 since it is only 12 tracks away from 62 and 16 tracks away from 34. The process would continue until all the process are taken care of. For example the next case would be to move from 62 to 64 instead of 34 since there are only 2 tracks between them and not 18 if it were to go the other way. Although this seems to be a better service being that it moved a total of 236 tracks, this is not an optimal one. There is a great chance that starvation would take place. The reason for this is if there were a lot of requests close to each other the other requests will never be handled since the distance will always be greater.



Algorithm:

Step1: Create a queue to hold all requests in disk

Step2: Calculate the shortest seek time every time before moving head from current head position

Step3: Calculate the total head movement required to serve all request.

Program:

```
#include <bits/stdc++.h>
using namespace std;
// vector<int>:: iterator it;

int minDiff(int *req,int pos,int n)
{
    int newpos;
    int mini=INT_MAX;
    int diff;
    for(int i=0;i<n;i++)
    {
        if(req[i]!=-1)
        {
            diff=abs(pos-req[i]);
            if(mini>diff)
            {
                mini=diff;
                newpos=i;
            }
        }
    }
    // cout<<"request chosen :"<<req[newpos];
    return newpos;
}
float SSTF(int *req,int pos,int n)
{
    /* vector<int> :: iterator it;
    while(!req.empty())
    {
        it=req.find(req.begin(),req.end());
        int temp=req[it];
        if(abs(req[it]-req[it-1])<(req[it+1]-req[it]))
```

```

total+=abs(req[it]-req[it-1]);
req.erase(req.begin()+it);

}

else
{
total+=abs(req[it+1]-req[it]);
req.erase(req.begin()+it);
}
}/*
int pos=pos;
float total=0;

for(int i=0;i<n;i++)
{
int index=minDiff(req,posi,n);
// cout<<"diff: "<<abs(posi-req[index]);
total+=abs(posi-req[index]);
posi=req[index];
req[index]=-1;
}
float avg=total/n;
return avg;
}
int main()
{
int n,positom;
cout<<"Enter the number of requests:";
cin>>n;

int req[n];
cout<<"Enter the requests:";
for(int i=0;i<n;i++)
{
// int r;
cin>>req[i];
// req.push_back(r);
}
cout<<"Enter the position where initially circular arm is present:";
cin>>positom;
cout<<SSTF(req,positom,n);
return 0;
}

```

Output:

Enter the number of requests:9

Enter the requests:55

58

39

18

90

160

150

38

184

Enter the positon where initially circular arm is present:100

The average seek time is :27.5556

Result:

Total Head Movement Required Serving All Requests: 248