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Section - B

```
2) #include <stdio.h>
#include <stdlib.h>
int main ()
{
    int
    RQ [100], i, j, n, TotalHeadMovement = 0, initial, size, move;
    printf ("Enter the number of Requests\n"); scanf ("%d", &n);
    printf ("Enter the Requests sequence\n");
    for (i = 0; i < n; i++)
        scanf ("%d", &RQ[i]);
    printf ("Enter initial head position\n");
    scanf ("%d", &initial);
    printf ("Enter total disk size\n");
    scanf ("%d", &size);
    printf ("Enter the head movement direction for high 1 and
    for low 0\n");
    scanf ("%d", &move);

    // logic for Scan disk scheduling

    /* logic for sort the request array */ for (i = 0; i < n; i++)
    {
        for (j = 0; j < n-j; j++)
        {
            if (RQ[j] > RQ[j+1])
            {
                int temp;
                temp = RQ[j];
                RQ[j] = RQ[j+1];
                RQ[j+1] = temp;
            }
        }
    }
}
```

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```

int index;
for (i=0; i<n; i++)
{
    if (initial < RQ[i])
    {
        index = i;
        break;
    }
}

```

// if movement is towards high value if (move == 1)

```

{
    for (i=index; i<n; i++)
    {
        TotalHeadMoment = TotalHeadMoment + abs(RQ[i]-initial);
        initial = RQ[i];
    }
    // last movement for max size

```

```

TotalHeadMoment = TotalHeadMoment + abs(Size - RQ[i-1]);
    initial = size - 1;
    for (i=index-1; i>=0; i--)
    {
        TotalHeadMoment = TotalHeadMoment + abs(RQ[i]-initial);
        initial = RQ[i];
    }
}

```

// if movement is towards low value else

```

{
    for (i=index-1; i>=0; i--)
    {
        TotalHeadMoment = TotalHeadMoment + abs(RQ[i+1]-0);
        initial = 0;
        for (i=index; i<n; i++)
        {

```



```
Total Head Moment = Total Head Moment + abs (Roll (i) - initial)
```

```
    initial = Roll (i);
```

```
    }
```

```
}
```

```
printf ("Total head moment is %d",  
        Total Head Moment);
```

```
return 0;
```

```
}
```