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OS Practical PBI-202

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2) #include <stdio.h>

int absoluteValue (int);

void main()

{

int queue [25], n, head position, i, j, K, seek = 0, max-
range, difference, temp, queue 1 [20], queue 2 [20],
temp1 = 0, temp 2 = 0;
float average Seek Time;

printf("Enter the maximum range of Disk:");

scanf("%d", &max range);

printf("Enter the number of queue requests:");

scanf("%d", &n);

printf("Enter the initial head position:");

scanf("%d", &head position);

printf("Enter the disk position to be read (queue):
");

for (i = 1; i <= n; i++) {

scanf("%d", &temp);

if (temp > head position)

{

queue 1 [temp1] = temp;

temp1++;

}

else

{

queue 2 [temp2] = temp;

temp2++;

}

}

for (i = 0; i < temp1 - 1; i++)

{

for (j = i + 1; j < temp1; j++) {

```

for (j = i + 1; j < temp 1; j++)
{

```

```

    if (queue 1[i] > queue 1[j])
    {

```

```

        temp = queue 1[i];

```

```

        queue 1[i] = queue 1[j];

```

```

        queue 1[j] = temp;
    }
}

```

```

for (i = 0; i < temp 2 - 1; i++)
{

```

```

    for (j = i + 1; j < temp 2; j++)
    {

```

```

        if (queue 2[i] < queue 2[j])
        {

```

```

            temp = queue 2[i];

```

```

            queue 2[i] = queue 2[j];

```

```

            queue 2[j] = temp;
        }
    }
}

```

```

for (i = 1; j = 0; j < temp 1; i++, j++)
{

```

```

    queue [i] = queue 1[j];
}

```

```

queue [i] = max range;

```

```

for (i = temp 1 + 2; j = 0; j < temp 2; i++, j++)
{

```

```

    queue [i] = queue 2[j];
}

```

```

queue[i] = 0;
queue[0] = head position;
for (j = 0; j < n; j++)
{
    difference = absolute value (queue[j+1] - queue[j]);
    seek = seek + difference;
    printf("Disk head moves from position %d to %d with seek %d\n", queue[j], queue[j+1], difference);
}
average Seek Time = seek / (float)n;
printf("Total Seek Time = %d\n", seek);
printf("Average Seek Time = %f\n", average Seek Time);
}

int absolute value (int x)
{
    if (x > 0)
    {
        return x;
    }
    else
    {
        return x * -1;
    }
}
}

```

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