**Practical No:-1**

**Aim :- Implement the following CPU scheduling algorithm.**

1. **FCFS (First Come First Serve)**

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1. **FCFS(First Come First Serve):**

**Source code:**

#include <bits/stdc++.h>

using namespace std;

class Process{

public:

int p\_id;

int arrival\_time;

int burst\_time;

int start\_time; // first time cpu allotment time

int completion\_time;

int turnaround\_time;

int waiting\_time;

int response\_time;

};

bool compareArrivalTime(Process p1, Process p2){

if (p1.arrival\_time < p2.arrival\_time){

return true;

}else{

return false;

}

}

bool compareID(Process p1, Process p2){

if (p1.p\_id < p2.p\_id) {

return true;

}else{

return false;

}

}

int main(){

int n;

cout << "Enter number of processes:";

cin >> n;

Process p[n];

int total\_turnaround\_time = 0;

int total\_waiting\_time = 0;

int total\_response\_time = 0;

for (int i = 0; i < n; i++){

cout << "Enter arrival time of process " << i + 1 << ": ";

cin >> p[i].arrival\_time;

cout << "Enter burst time of process " << i + 1 << ": ";

cin >> p[i].burst\_time;

p[i].p\_id = i + 1;

cout << endl;

}

sort(p, p + n, compareArrivalTime);

for (int i = 0; i < n; i++){

if (i == 0){

p[i].start\_time = p[i].arrival\_time;

}else{

p[i].start\_time = max(p[i - 1].completion\_time, p[i].arrival\_time);

}

p[i].completion\_time = p[i].start\_time + p[i].burst\_time;

p[i].turnaround\_time = p[i].completion\_time - p[i].arrival\_time;

p[i].waiting\_time = p[i].turnaround\_time - p[i].burst\_time;

p[i].response\_time = p[i].start\_time - p[i].arrival\_time;

total\_turnaround\_time = total\_turnaround\_time + p[i].turnaround\_time;

total\_waiting\_time = total\_waiting\_time + p[i].waiting\_time;

total\_response\_time = total\_response\_time + p[i].response\_time;

}

sort(p, p + n, compareID);

cout << "#P\t"<< "AT\t"<< "BT\t"<< "ST\t"<< "CT\t"<< "TAT\t"<< "WT\t"<< "RT\t"<< "\n"<< endl;

for (int i = 0; i < n; i++){

cout << p[i].p\_id << "\t" << p[i].arrival\_time << "\t" << p[i].burst\_time << "\t" << p[i].start\_time << "\t" << p[i].completion\_time << "\t" << p[i].turnaround\_time << "\t" << p[i].waiting\_time << "\t" << p[i].response\_time << "\t"<< "\n"<<endl;

}

cout << "Average Turnaround Time: " << (float)total\_turnaround\_time / n << endl;

cout << "Average Waiting Time: " << (float)total\_waiting\_time / n << endl;

cout << "Average Response Time: " << (float)total\_response\_time / n << endl;

return 0;

}

**Output:**

