LAB 1

Write a C program to simulate the following non-pre-emptive CPU scheduling algorithm to find turnaround time and waiting time.

(a) FCFS

#include<stdio.h>

int n, i, j, Burst\_time[20], Waiting\_time[20], Turn\_around\_time[20], process[20], total=0;

float avg\_Turn\_around\_time=0, avg\_Waiting\_time=0;

int FCFS()

{

Waiting\_time[0]=0;

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

{

Waiting\_time[i]=0;

for(j=0;j<i;j++)

Waiting\_time[i]+=Burst\_time[j];

}

printf("\nProcess\t\tBurst Time\t\tWaiting Time\t\tTurnaround Time");

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

{

Turn\_around\_time[i]=Burst\_time[i]+Waiting\_time[i];

avg\_Waiting\_time+=Waiting\_time[i];

avg\_Turn\_around\_time+=Turn\_around\_time[i];

printf("\nP[%d]\t\t%d\t\t\t%d\t\t\t\t%d",i+1,Burst\_time[i],Waiting\_time[i],Turn\_around\_time[i]);

}

avg\_Waiting\_time =(float)(avg\_Waiting\_time)/(float)i;

avg\_Turn\_around\_time=(float)(avg\_Turn\_around\_time)/(float)i;

printf("\nAverage Waiting Time:%.2f",avg\_Waiting\_time);

printf("\nAverage Turnaround Time:%.2f\n",avg\_Turn\_around\_time);

return 0;

}

int main()

{

printf("Enter the total number of processes:");

scanf("%d",&n);

printf("\nEnter Burst Time:\n");

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

{

printf("P[%d]:",i+1);

scanf("%d",&Burst\_time[i]);

process[i]=i+1;

}

FCFS();

return 0;

}

(b) SJF

#include<stdio.h>

int n, i, j, pos, temp, Burst\_time[20], Waiting\_time[20], Turn\_around\_time[20], process[20], total=0;

float avg\_Turn\_around\_time=0, avg\_Waiting\_time=0;

int SJF()

{

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

{

pos=i;

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

{

if(Burst\_time[j]<Burst\_time[pos])

pos=j;

}

temp=Burst\_time[i];

Burst\_time[i]=Burst\_time[pos];

Burst\_time[pos]=temp;

temp=process[i];

process[i]=process[pos];

process[pos]=temp;

}

Waiting\_time[0]=0;

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

{

Waiting\_time[i]=0;

for(j=0;j<i;j++)

Waiting\_time[i]+=Burst\_time[j];

total+=Waiting\_time[i]; }

avg\_Waiting\_time=(float)total/n;

total=0;

printf("\nProcess\t\tBurst Time\t\tWaiting Time\t\tTurnaround Time");

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

{

Turn\_around\_time[i]=Burst\_time[i]+Waiting\_time[i];

total+=Turn\_around\_time[i];

printf("\nP[%d]\t\t%d\t\t\t%d\t\t\t\t%d",process[i],Burst\_time[i],Waiting\_time[i],Turn\_around\_time[i]);

}

avg\_Turn\_around\_time=(float)total/n;

printf("\n\nAverage Waiting Time=%f",avg\_Waiting\_time);

printf("\nAverage Turnaround Time=%f\n",avg\_Turn\_around\_time);

}

void main()

{

printf("Enter the total number of processes:");

scanf("%d",&n);

printf("\nEnter Burst Time:\n");

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

{

printf("P[%d]:",i+1);

scanf("%d",&Burst\_time[i]);

process[i]=i+1;

}

SJF();

}

OUTPUT:

