END-SEMESTER PRACTICAL EXAM DESCRIPTION

Question1

Description : Using thread synchronization method the code is implemented in c , here the as we press 3 , 3 threads are created whereas accordingly the numbers get printed with the respect to the thread number entered. The different variables have their different variables and functions with their specific meanings. The turn variable tells you how the threads will enter the critical section for the execution, aslo count variables plays the same role in it , now the for loops are implemented for the printing of the respective number with the respective threads implementation.

Screenshots

```
kareenagkareena: 5 gcc multithread.c -1pthread
kareenagkareena: 5 / A.o.ut

Enter muber 3 for the process to execute further: 17

Mareenagkareena: 5 | Mareenagkareena: 6 | Mareenagkareena: 7 | Maree
```

Question2

Description : CPU scheduling plays an important roles while scheduling processes, so it is important to manage the TAT and Waiting time so there is a need to implement modified round robin scheduling because it leads to less context switching while also reducing the TAT and wait time of the processes executing, it also has higher efficiency than traditional method. Probably the time tum can fairly be reduced leading to the have better execution of multiple processes.

Screenshots

```
Aurenagharena: 5 gcc m.rr.c - o m.rr
barenagharena: 5 /m.rr
please enter the nuber of processes to be executed: 2
give burst time arrival time and priority to the process

31 23
Burst The: 22
Process priority 3

42 2

47 2

Burst The: 44

Process ID Turnaround Time Naiting Time

1 45 23

2 49

Average vaiting time 11,560000

Average turn around time 44,500000

Average turn around time 44,500000

Average turn around time 44,500000
```

Question3

Description: Here in the producer consumer problem the logic goes behind this as follows in the implemented code 5 is the buffer size so as the semaphore is 1 the consumer understands that there is something that has been produced which has to be consumed also goes same with semaphore integer value is 0 it tells the the buffer is empty, there are specific conditions for the buffer as full and empty. Even if there is at least one space left in the buffer, the producer produces different items which have to be consumed.

Also, even if there is 1 item in the buffer it will have to be consumed by the consumer, thus both enter critical sections checking the values of semaphore and thus this happens with the implementation of mutex reaching mutual exclusion availability.

Screenshots

