**Course Name: Operating systems** 

**LAB: 13** 

**Submitted By: Ebaad Khan** 

Roll: DT-22045

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PROGRAM:
FCFS:
#include <stdio.h>
#include <stdlib.h>
int main() {
 int t[100], n, i, total = 0;
 float avg;
 printf("Enter the number of tracks: ");
 scanf("%d", &n);
  printf("Enter the tracks to be traversed:\n");
 for (i = 0; i < n; i++) {
    scanf("%d", &t[i]);
 }
 for (i = 0; i < n - 1; i++) {
    total += abs(t[i + 1] - t[i]);
```

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}
 avg = (float)total / (n - 1);
  printf("\nTrack Traversal and Head Movements:\n");
 for (i = 0; i < n - 1; i++) {
   printf("Move from %d to %d => %d\n", t[i], t[i + 1], abs(t[i + 1] - t[i]));
 }
  printf("\nTotal head movement = %d\n", total);
  printf("Average head movement = %.2f\n", avg);
 return 0;
SSTF:
#include <stdio.h>
#include <stdlib.h>
int main() {
 int RQ[100], i, j, n, initial, totalHeadMovement = 0, count = 0, min, d, index;
 printf("Enter the number of requests: ");
 scanf("%d", &n);
  printf("Enter the request sequence:\n");
```

}

```
for (i = 0; i < n; i++) {
  scanf("%d", &RQ[i]);
}
printf("Enter initial head position: ");
scanf("%d", &initial);
while (count < n) {
  min = 10000;
  index = -1;
  for (i = 0; i < n; i++) {
    if (RQ[i] != -1) {
      d = abs(RQ[i] - initial);
      if (d < min) {
        min = d;
        index = i;
      }
    }
  }
  totalHeadMovement += min;
  printf("Move from %d to %d => %d\n", initial, RQ[index], min);
  initial = RQ[index];
  RQ[index] = -1; // Mark as visited
  count++;
```

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}
  printf("\nTotal head movement = %d\n", totalHeadMovement);
  return 0;
}
SCAN:
#include <stdio.h>
#include <stdlib.h>
int main() {
  int i, j, n, head, size, temp;
  int arr[100], seek_count = 0;
  int left[100], right[100], l = 0, r = 0;
  printf("Enter the number of requests: ");
  scanf("%d", &n);
  printf("Enter the request sequence:\n");
  for (i = 0; i < n; i++) {
    scanf("%d", &arr[i]);
  }
  printf("Enter the initial head position: ");
  scanf("%d", &head);
```

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printf("Enter total disk size (e.g., 200): ");
scanf("%d", &size);
for (i = 0; i < n; i++) {
  if (arr[i] < head)
    left[l++] = arr[i];
  else
    right[r++] = arr[i];
}
// Sort left in descending
for (i = 0; i < l - 1; i++) {
  for (j = 0; j < l - i - 1; j++) {
    if (left[j] < left[j + 1]) {
      temp = left[j];
       left[j] = left[j + 1];
      left[j + 1] = temp;
    }
  }
}
// Sort right in ascending
for (i = 0; i < r - 1; i++) {
  for (j = 0; j < r - i - 1; j++) {
    if (right[j] > right[j + 1]) {
      temp = right[j];
```

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right[j] = right[j + 1];
      right[j + 1] = temp;
    }
  }
}
printf("\nSCAN Disk Scheduling (Moving towards 0 first):\n");
for (i = 0; i < l; i++) {
  printf("Move from %d to %d => %d\n", head, left[i], abs(head - left[i]));
  seek_count += abs(head - left[i]);
  head = left[i];
}
// After reaching 0, move to rightmost
if (l > 0) {
  seek_count += head; // move from current head to 0
  head = 0;
}
for (i = 0; i < r; i++) {
  printf("Move from %d to %d => %d\n", head, right[i], abs(head - right[i]));
  seek_count += abs(head - right[i]);
  head = right[i];
}
```

```
printf("\nTotal head movement = %d\n", seek_count);
return 0;
}
```

**OUTPUT:** 

FCFS:

```
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                          + ~
Enter the number of tracks: 5
Enter the tracks to be traversed:
100
180
40
120
10
Track Traversal and Head Movements:
Move from 100 to 180 => 80
Move from 180 to 40 => 140
Move from 40 to 120 => 80
Move from 120 to 10 => 110
Total head movement = 410
Average head movement = 102.50
Process exited after 29 seconds with return value 0
Press any key to continue . . .
```

SSTF:

## SCAN:

```
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                          + ~
Enter the number of requests: 8
Enter the request sequence:
176 79 34 60 92 11 41 114
Enter the initial head position: 50
Enter total disk size (e.g., 200): 200
SCAN Disk Scheduling (Moving towards 0 first):
Move from 50 to 41 => 9
Move from 41 to 34 => 7
Move from 34 to 11 => 23
Move from 0 to 60 => 60
Move from 60 to 79 => 19
Move from 79 to 92 => 13
Move from 92 to 114 => 22
Move from 114 to 176 => 62
Total head movement = 226
Process exited after 31.99 seconds with return value 0
```

Press any key to continue . . .