1. PROGRAM TO FIND GREATEST OF TWO NUMBERS

Aim:

To write a program to find the greatest of two numbers

Algorithm:

- 1. Enter the two numbers which are to be compared.
- 2. Check for the greatest number among the two.
- 3. If A is greater, then print the result as "A is the greatest number".
- 4. If B is greater, then print the result as "B is the greatest number".

Program:

```
echo "enter 2 numbers"
read a b
if[$a-$b]
then
echo "$a is greater"
else
echo "$b is greater"
fi
```

Output:

enter 2 numbers 10 20

20 is greater

Result:

Thus the program to find the greater of two numbers was successfully executed.

2. Find the cube

Aim:

To write a program to find the cube

Algorithm:

- 1. Enter the value of a number
- 2. Perform the product of the given number thrice
- 3. Display the result.

Program:

```
echo "enter a number"
```

read a

let b=
$$a$$
\$a\$a

echo "the cube is \$b"

Output:

Finding the queue:

Enter a number

3

The cube is 27

Result:

Thus the above program finding the cube has been executed successfully.

3.Sum of N numbers

Aim:

To write a program for sum of N numbers

Algorithm:

- 1. Enter the limit as n.
- 2. Initialize I as 1 and sum as 0.
- 3. Compute the value of sum and I until I is less than or equal to n.
- 4. Sum is computed by adding the value of sum and i.
- 5. I is computed by adding one to i. and display the result of sum.

Program:

```
echo "enter limit"

read n

i=1

sum=0

while[$i -le $n]

do

let sum=$sum+$i

let i=$i+1

done

echo"the sum of $n numbers is $sum"
```

Output:

Sum of N numbers

Enter limit 8

The sum of 8 numbers is 36

Result: Thus the above program sum of N numbers has been executed successfully.

4. Swapping of two numbers

Aim:

To write a program to swapping of two numbers

Algorithm:

- 1. Enter the 2 numbers such as a and b to be swapped.
- 2. Assign the temp value as one.
- 3. Assign the temp variable as a.
- 4. Assign the value of b to a.
- 5. Assign the temp value to b.
- 6. Display the value of a and b.

Program:

```
echo "enter two numbers"
read a b
t=$a
a=$b
b=$t
b=$t
```

Output:

echo "a=\$a b=\$b"

Swapping of two numbers:

Enter two numbers 5 9 a=9 b=5

Result:

Thus the above program swapping of two numbers has been executed successfully.

5. Checking the number is positive or negative

Aim:

To write a program to find the given number is positive or negative

Algorithm:

- 1. Enter the number
- 2. If the number is greater than zero, display that the number is positive.
- 3. If the number is less than zero, display that the number is negative.
- 4. If the number is neither greater than zero nor less than zero, display that the number is zero.

Program: echo" enter the number" read a if[\$a-ge 0]then echo "\$a is positive" else echo "\$a is negative" fi Output: Checking the number is positive or negative 7 is positive Enter a number -8 -8 is negative

Ex No: 6. Basic Calculator Using Switch Case

Aim:

To develop a Basic Math calculator Using case Statement.

Algorithm:

- 1) Create a new file.
- 2) Read the operands.
- 3) Select any one operation from the list.
- 4) Perform the operation. 5) Print the result.

Program:

```
# Implementation of Calculator application
#!bin/bash

# Prompt user to enter two numbers
echo "Enter two numbers:"
read -p "Number 1: " a
read -p "Number 2: " b

# Prompt user to select an operation
echo "Enter Choice :"
echo "1. Addition"
echo "2. Subtraction"
```

echo "3. Multiplication"

echo "4. Division"

```
read -p "Your choice: " ch
```

Switch Case to perform calculator operations

case \$ch in

- 1) res=\$(echo "\$a + \$b" | bc) ;;
- 2) res=\$(echo "\$a \$b" | bc) ;;
- 3) res=\$(echo "\$a * \$b" | bc) ;;
- 4) res=\$(echo "scale=2; \$a / \$b" | bc) ;;
- *) echo "Invalid choice"

exit 1 ;;

esac

Display the result

echo "Result: \$res"

OUTPUT:

enter two no

number1:20

number2:30

enter choice

- 1. addition
- 2. subtraction
- 3. multiplication
- 4. division

your choice3

result: 600

enter two no

number1:20

number2:30

enter choice

- 1. addition
- 2. subtraction
- 3. multiplication
- 4. division

your choice4

result: .66

Result:

Thus the above program to develop a calculator application was executed successfully.

7. First come First Serve

Aim:

To write a c program for FCFS

Algorithm:

- 1. Get the number of processes and burst time.
- 2. The process is executed in the order given by the user.
- 3. Calculate the waiting time and turnaround time.
- 4. Display the gantt chart, avg waiting time and turnaround time.

Program:

```
#include <stdio.h>
int main() {
  int n, bt[20], wt[20], tat[20], avwt = 0, avtat = 0, i, j;
  printf("Enter total number of processes (maximum 20): ");
  scanf("%d", &n);
  printf("Enter Process Burst Time\n");
  for (i = 0; i < n; i++) {
     printf("P[\%d]: ", i + 1);
     scanf("%d", &bt[i]);
  }
  wt[0] = 0;
  for (i = 1; i < n; i++) {
     wt[i] = 0;
     for (j = 0; j < i; j++)
       wt[i] += bt[j];
```

```
}
  printf("Process\tBurst Time\tWaiting Time\tTurnaround Time\n");
  for (i = 0; i < n; i++) {
    tat[i] = bt[i] + wt[i];
    avwt += wt[i];
    avtat += tat[i];
    printf("P[%d]\t%d\t\t%d\t\t%d\n", i + 1, bt[i], wt[i], tat[i]);
  }
  avwt = i;
  avtat = i;
  printf("Average Waiting Time: %d\n", avwt);
  printf("Average Turnaround Time: %d\n", avtat);
  return 0;
Output:
Enter total number of processes (maximum 20):3
Enter Process Burst Time
P[1]:1
P[2]:2
P[3]:3
ProcessttBurst TimetWaiting TimetTurnaround Time
P[1]tt1tt0tt1
```

}

P[2]tt2tt1tt3

P[3]tt3tt3tt6

Average Waiting Time:1

Average Turnaround Time:3

Result:

8. Shortest Job First

Aim:

To write a c program for Shortest Job First

Algorithm:

- 1. Get the number of processes and burst time.
- 2. Sort the process based on the burst time in ascending order.
- 3. Calculate the waiting time and turnaround time.
- 4. Display the gantt chart, avg waiting time and turnaround time.

Program:

```
#include <stdio.h>
int main() {
  int bt[20], p[20], wt[20], tat[20], i, j, n, total = 0, pos, temp;
  float avg_wt, avg_tat;
  printf("\nEnter number of processes: ");
  scanf("%d", &n);
  printf("\nEnter Burst Time:\n");
  for (i = 0; i < n; i++) {
     printf("p%d: ", i + 1);
     scanf("%d", &bt[i]);
     p[i] = i + 1;
  }
  // Sorting of burst times
  for (i = 0; i < n; i++)
     pos = i;
     for (j = i + 1; j < n; j++) {
```

```
if (bt[j] < bt[pos])
        pos = j;
   }
  temp = bt[i];
  bt[i] = bt[pos];
  bt[pos] = temp;
  temp = p[i];
  p[i] = p[pos];
  p[pos] = temp;
}
wt[0] = 0;
for (i = 1; i < n; i++) {
  wt[i] = 0;
  for (j = 0; j < i; j++)
     wt[i] += bt[j];
  total += wt[i];
}
avg_wt = (float)total / n;
total = 0;
printf("\nProcess\tBurst Time\tWaiting Time\tTurnaround Time\n");
for (i = 0; i < n; i++) {
  tat[i] = bt[i] + wt[i];
  total += tat[i];
  printf("p\%d\t\%d\t\t\%d\t\t\%d\n", p[i], bt[i], wt[i], tat[i]);
}
```

```
avg_tat = (float)total / n;
printf("\nAverage Waiting Time = %f", avg_wt);
printf("\nAverage Turnaround Time = %f\n", avg_tat);
return 0;
}
```

Output:

SJF:

Enter the number of process 3

Enter the burst time 2 1 3

Gantt chart

P1|p2|p3|

0136

Average waiting time is 1.33

Average turnaround time is 3.33

Result:

9.Round Robin(pre-emptive)

Aim:

To write a c program for round robin algorithm

Algorithm:

- 1. Get the number of processes and burst time.
- 2. Sort the process based on the burst time in ascending order.
- 3. Calculate the waiting time and turnaround time.
- 4. Display the gantt chart, avg waiting time and turnaround time.

Program

```
#include<stdio.h>
int main() {
  int i, NOP, sum = 0, count = 0, y, quant, wt = 0, tat = 0, at [10], bt [10], temp [10];
  float avg_wt, avg_tat;
     printf("Total number of processes in the system: ");
  scanf("%d", &NOP);
  y = NOP;
    for (i = 0; i < NOP; i++) {
     printf("\nEnter the Arrival and Burst time of Process[%d]\n", i + 1);
     printf("Enter Arrival time: ");
     scanf("%d", &at[i]);
    printf("Enter Burst time: ");
     scanf("%d", &bt[i]);
     temp[i] = bt[i];
  }
     printf("Enter the Time Quantum for the process: ");
  scanf("%d", &quant);
```

```
printf("\nProcess\ No\\t\t Burst\ Time\\t\t\ TAT\\t\t\ Waiting\ Time");
```

```
for (sum = 0, i = 0; y != 0;) {
     if (temp[i] \le quant \&\& temp[i] > 0) {
       sum = sum + temp[i];
       temp[i] = 0;
       count = 1;
     } else if (temp[i] > 0) {
       temp[i] = temp[i] - quant;
       sum = sum + quant;
     }
          if (temp[i] == 0 \&\& count == 1) {
       y--;
       printf("\nProcess\ No[\%d] \t\t \%d\t\t\t \%d\t\t\t \%d", i+1, bt[i], sum - at[i], sum -
at[i] - bt[i]);
       wt = wt + sum - at[i] - bt[i];
       tat = tat + sum - at[i];
       count = 0;
     }
     if (i == NOP - 1) {
       i = 0;
     \} else if (at[i + 1] \le sum) {
       i++;
     } else {
       i = 0;
```

```
}
  }
  avg_wt = (float)wt / NOP;
  avg_tat = (float)tat / NOP;
    printf("\nAverage Waiting Time: %.2f", avg_wt);
  printf("\nAverage Turnaround Time: %.2f\n", avg_tat);
}
Output:
Total number of process in the system: 2
Enter the Arrival and Burst time of the Process [1]
Enter Arrival time: 22
Enter Burst time: 3
Enter the Arrival and Burst time of the Process [2]
Enter Arrival time: 2
Enter Burst time: 2
Enter the Time Quantum for the process: 3
Process No Burst Time TAT Waiting
Time
Process No[1] 3 -19 -22
Process No[2] 2 3 1
Average waiting time: -10.50
Average Turnaround time: -8
Result:
```

10. Priority

Aim:

To write a program for priority scheduling

Algorithm:

- 1. Get the number of processes and burst time.
- 2. Sort the process based on the burst time in ascending order.
- 3. Calculate the waiting time and turnaround time.
- 4. Display the gantt chart, avg waiting time and turnaround time.

Program

```
#include<stdio.h>
void swap(int *a, int *b) {
  int temp = *a;
  *a = *b:
  *b = temp;
}
int main() {
  int n, i, j;
  printf("Enter Number of Processes: ");
  scanf("%d", &n);
  // Arrays to store burst times, priorities, and process IDs
  int burst_time[n], priority[n], process_id[n];
  // Input burst times and priorities for each process
  for(i = 0; i < n; i++) {
    printf("Enter Burst Time and Priority Value for Process %d: ", i + 1);
    scanf("%d %d", &burst_time[i], &priority[i]);
    process_id[i] = i + 1; // Assign process IDs
  }
```

```
// Sort processes based on priority (higher priority first)
for(i = 0; i < n - 1; i++) {
  for(j = 0; j < n - i - 1; j++) {
     if(priority[j] < priority[j + 1]) {</pre>
       swap(&priority[j], &priority[j + 1]);
       swap(\&burst\_time[j], \&burst\_time[j + 1]);
       swap(\&process_id[i], \&process_id[i+1]);
     }
  }
}
// Calculate completion time, turnaround time, and waiting time
int waiting_time[n], turnaround_time[n], completion_time = 0;
float avg_waiting_time = 0, avg_turnaround_time = 0;
for(i = 0; i < n; i++) {
  completion_time += burst_time[i];
  turnaround_time[i] = completion_time;
  waiting_time[i] = turnaround_time[i] - burst_time[i];
  avg_waiting_time += waiting_time[i];
  avg_turnaround_time += turnaround_time[i];
}
avg_waiting_time /= n;
avg_turnaround_time /= n;
// Print schedule and process details
printf("\nOrder of Process Execution:\n");
printf("Process ID\tBurst Time\tPriority\tCompletion Time\tWaiting Time\tTur
```

```
naround Time\n");
  for(i = 0; i < n; i++) {
    printf("%d\t\t%d\t\t%d\t\t%d\t\t%d\t\t%d\n", process_id[i], burst_time[i
], priority[i], turnaround_time[i], waiting_time[i], completion_time);
  }
  printf("\nAverage Waiting Time: %.2f\n", avg_waiting_time);
  printf("Average Turnaround Time: %.2f\n", avg_turnaround_time);
  return 0;
}
OUTPUT:
Enter Number of Processes: 4
Enter Burst Time and Priority Value for Process 1: 12
Enter Burst Time and Priority Value for Process 2: 2 2
Enter Burst Time and Priority Value for Process 3: 23
Enter Burst Time and Priority Value for Process 4: 3 3
```

Order of Process Execution:

Process I	D Bu	rst Time	Priority	Completion Time Waiting Time
Turnaround Time				
3	2	3	2	0
8				
4	3	3	5	2
8				
1	1	2	6	5
8				

2 2 2 8 6

8

Average Waiting Time: 3.25

Average Turnaround Time: 5.25

Result:

11. Implement the page replacement algorithms FIFO

Aim:

To write a program for page replacement algorithms FIFO

Algorithm:

- 1. Maintain a queue to store the pages in the order they were loaded.
- 2. When a page is requested:
- If the page is already in the queue \rightarrow it's a hit.
- If the page is not in the queue:
 - \circ If the queue is full \rightarrow remove the oldest page (first in).
 - Add the new page to the back of the queue.
- 3. Count the number of hits and misses.

Program:

```
break;
       }
       }
      if (!found) {
       memory[index] = page;
       index = (index + 1) \% capacity;
       page_faults++;
      free(memory);
      return page_faults;
}
int main() {
      int capacity = 3;
      int pages[] = \{7, 0, 1, 2, 0, 3, 0, 4, 2, 3, 0, 3, 2\};
      int n = sizeof(pages) / sizeof(pages[0]);
       printf("FIFO Page Faults: %d\n", fifo(pages, n, capacity));
      return 0;
OUTPUT:
FIFO Page Faults: 10
```