

15/6/23
2) Write a C program to execute jobs.
SRTF for process scheduling.

```
#include <stdio.h>
int at[20], cput[20];
void main() {
    int at[50], cput[50], tat[50], ut[50], n, current_time = 0;
    void Shortest-Job();
    int completed = 0;
    int remaining[n];
    int completed_t[n];
    for (int i = 0; i < n; i++) {
        remaining[i] = cput[i];
    }
    while (completed != n) {
        int Shortest = -1;
        int min-time = 1000;
        for (int i = 0; i < n; i++) {
            if (at[i] <= current_time & at[i] < min-time
                & remaining[i] > 0) {
                Shortest = i;
                min-time = cput[i];
            }
            if (Shortest == -1) {
                current_time++;
                continue;
            }
            completed_t[Shortest] = current_time + remaining[Shortest];
            current_time += remaining[Shortest];
        }
    }
}
```

```
remaining[shortest] = 0;  
tst[shortest] = completed - t[shortest] - ct  
[shortest];
```

```
completed++; } }
```

```
int main() {
```

```
printf("Enter no of processes");
```

```
scanf("%d", &n);
```

```
printf("Enter arrival & Cpu time");
```

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

```
scanf("%d %d", &tst[i], &cpu_t[i]);
```

```
}
```

```
shortest = job();
```

```
float count = 0; count_w = 0;
```

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

```
count - t = tst[i];
```

```
count_w = wt[i];
```

```
printf("P %d : waiting = %d, turn around = %d",  
i, wt[i], tst[i]);
```

```
printf("Avg wt = %f", (float)(count_w)/n);
```

```
printf("The Avg TAT = %f (float)(count)/n);
```

```
return 0;
```

```
}
```

FCFS

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
int main() {
```

```
    int n;
```

```
    printf("Enter no of processes (n)");
```

```
    scanf("%d", &n)
```

```
    int * tat arr = (int *) malloc (n * size of (int))
```

```
    int * wt arr = (int *) malloc (n * size of (int))
```

```
    int * at arr = (int *) malloc (n * size of (int));
```

```
    int * cput arr = (int *) malloc (n * size of (int));
```

```
    printf("Enter arrival & burst (n)");
```

```
    int a wt = 0;
```

```
    int at at = 0;
```

```
    int sumtime = 0;
```

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

```
        scanf("%d %d", at arr + i, cput arr + i); }
```

```
    for (i = 0; i < n - 1; i++) {
```

```
        for (int j = i + 1; j < n; j++) {
```

```
            if (* (at arr + j) < * (at arr + i)) {
```

```
                int temp = * (at arr + i);
```

```
                * (at arr + i) = * (at arr + j);
```

```
                * (at arr + j) = temp;
```

```
                temp = * (cput arr + i);
```


* (cpnt add + i) = * [cpnt add + j];

* (cpnt add + j) = temp; } }

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

Sumtime = * [cpnt add + i];

* (tata add + i) = Sum time;

* (wt add + i) = * (tata add + i) - *
(cpnt add + i);

wt + = * (wt add + i);

wt + wt + = * (tata add + i); }

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

printf ("p %d, waiting = %d / tata add. = %d)

i, * (wt add + i), * tata add + i);

}

printf (" the average wt = %f \n the average tt
= %f \n", (float) wt / n, (float) wt / n,

(float) Sumtime / n;

return 0;

1 SRET -

```
int at[50], cput[50], tat[50], wt[50], n,  
    current-time = 0;
```

```
void shortestJob-t() {
```

```
    int completed = 0;
```

```
    int remaining[n];
```

```
    int completed-t[n];
```

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

```
        remaining[i] = cput[i]; }
```

```
    while (completed != n) {
```

```
        int shortest = -1;
```

```
        int min-time = 1000;
```

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

```
            if (at[i] <= current-time + t
```

```
                remaining[i] < min-time && remaining[i] > 0) {
```

```
                shortest = i;
```

```
                min-time = remaining[i];
```

```
            }
```

```
        }
```

```
        if (shortest == -1) {
```

```
            current-time ++;
```

```
            continue
```

```
        }
```

current-time $t = 1$;
remaining [shortest] $= 1$;

if (remaining [shortest] $= 0$) {

completed ++;

completed - t [shortest] = (current-time;

t at [shortest] = completed - t (shortest)

at [shortest] = at [shortest] - at (shortest)
- at (shortest)
- at (shortest);

}

