

12/5/23

Write a program for Multilevel queue scheduling algorithm. There must be 3 queues generated.

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

```
int SPat[10], UPat[10], n, n1, P1[10], P2[10];
```

```
int SPPt[10], UPPt[10], time = 0, OP = 0;
```

```
y. z. Pt
```

```
int Sptat[10], uptat[10];
```

```
int Spwt[10], Upwt[10];
```

```
float Spat = 0, Spawt = 0;
```

```
float Upat = 0; Upawt = 0;
```

```
void process(int x, int isystem)
```

```
{  
    if (isystem)
```

```
{  
        OPt = SPPt[x];  
        SPtat[x] = OP - SPat[x];  
        SPPt[x] = 0;  
        Spwt[x] = SPtat[x] * P1[x];  
        SPtat[t] = SPtat[x];  
        Spwt + = Spwt[x];  
    }
```

```
else
```

```
{  
        OPt = UPPt[x];  
        uptat[x] = OP - UPat[x];  
        UPPt[x] = 0;  
        Upwt[x] = uptat[x] * P2[x];  
    }
```

```
updat = updat [x];  
updat = updat [x];  
3  
3
```

```
int main ()
```

```
{
```

```
printf ("Enter the no of system process :");
```

```
scanf ("%d", &n1);
```

```
printf ("Enter the no of user process");
```

```
scanf ("%d", &n2);
```

```
printf ("Enter AT of system process");
```

```
for (i=0; i<n1; i++)
```

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

```
pf ("Enter the AT for user process");
```

```
for (i=0; i<n2; i++)
```

```
sf ("%d", &upat[i]);
```

```
pf ("Enter the Process time for user process");
```

```
for (i=0; i<n2; i++)
```

```
sf ("%d", &uppt[i]);
```

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

```
else
```

```
{ op++;
```

```
3
```

```
}
```

```

printf ("1.d; op);
printf ("1n");
printf ("System process:1n");
for (i=0; i<n; i++)
    pf ("SP 1.d 1.d 1.d 1n", i++, spdat [i], spwt [i]);
pf ("ATwt (System process); 1.2f1n", spdat [n]);
pf ("AwT system process); 1.2f1n; spwt [n]);
pf ("user process);
    for (i=0; i<n2; i++)
        pf ("up 1.d 1.d 1.d", i++, updat [i], upwt [i]);
pf ("ATAT (user process); 1.2f1n", updat [n2]);
pf ("AwT (user process); 1.2f1n; upwt [n2]);
return 0;
}

```

output

Enter the no of system process : 3

Enter the no of user process : 3

Enter the AT of SP;

0 1 1

Enter the PT of SP;

5 3 4

Enter the AT of UP:

13 4

Enter the PT for UP:

5 3 2

System process:

SP 1 5 0

SP 2 7 4

SP 3 11 7

ATAT (System process): 7.67

AWT (System process): 3.67

User process:

UP 1 16 71

UP 2 17 14

UP 3 18 16

ATAT (User Process): 17.00

AWT (User Process): 17.67

EDF

```
#include <stdio.h>
#include <stdlib.h>
#include <stdbool.h>
#include <string.h>
#include <limits.h>
#include <time.h>
```

```
typedef struct
{
    char name[20];
    int deadline;
    int priority;
    int start-time;
    int end-time;
} task;
```

```
void runtask (task to task)
```

```
{
    printf ("Running %s", task->name);
    task->start-time = time(NULL);
    sleep(1);
    task->end-time = time(NULL);
}
```

```
void def - Schedules (Task task[3]; int num-task)
{
    int current-time = 0;
    int i;
    while (true)
    {
```

```
int earliest - deadline = Int. Max;
```

```
void print-gantt chart (task tasks [i], int  
num-tasks) {
```

```
Printb ("/n Gantt chart: \n");
```

```
Printb ("\n");
```

```
for (int i=0; i<num-tasks; i++)
```

```
{ Printb ("1-1-105; tasks[i], name);
```

```
}
```

```
Printb ("/n\n");
```

```
for (int i=0; i<num-tasks; i++)
```

```
{ int task-duration = tasks[i] end-time - tasks[i].  
start time);
```

```
Printb ("1-1-108; task-duration);
```

```
}
```

```
int main()
```

```
int num-task, i;
```

```
Printb ("Enter the no of tasks: ");
```

```
Scanf ("%d", &num-tasks);
```

```
task tasks = (task) malloc (num-tasks *  
size of [task]);
```

```
for (i=0; i<num-tasks; i++) {
```

```
Printb ("Enter task name: ");
```

```
Scanf ("%s", tasks[i], name);
```



```

printf ("Enter task deadline:");
scanf ("%d", &tasks[i].deadline);
printf ("Enter task priority");
scanf ("%d", &tasks[i].priority);
}

ed6 - Scheduling (tasks, num-tasks);
Print gantt-chart (tasks, num-tasks);
Print task-table (tasks, num-tasks);
free (tasks);
return 0;
}

```

Output

Enter the no of tasks 2:

AT - 0

ET : 3

Deadline : 80.

Gantt Chart

Time	task
0	task 1
20	Completed
21	task 2
55	Completed.