

## Lab report no : 08

Name of the lab report : Implementation of SJF Scheduling Algorithm.

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**Objective:** SJF algorithm Definition & executable code in c are followed.

### Q.1 What is Sjf Scheduling algorithm?

**Ans:** Shortest job first is a scheduling algorithm in which the process with the smallest execution time is selected for execution next. Shortest job first can be either preemptive or non-preemptive. Owing to its simple nature, shortest job first is considered optimal. It also reduces the average waiting time for other processes awaiting execution.

### Q.2 How to implemented in C?

**Ans:**

The code written in c are given below:

```
#include<stdio.h> void
main()
{   int
bt[20],p[20],wt[20],tat[20],i,j,n,total=0,pos,temp;
float avg_wt,avg_tat;   printf("Enter number of
process:");   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;
}
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\t Burst Time \tWaiting Time\tTurnaround Time");

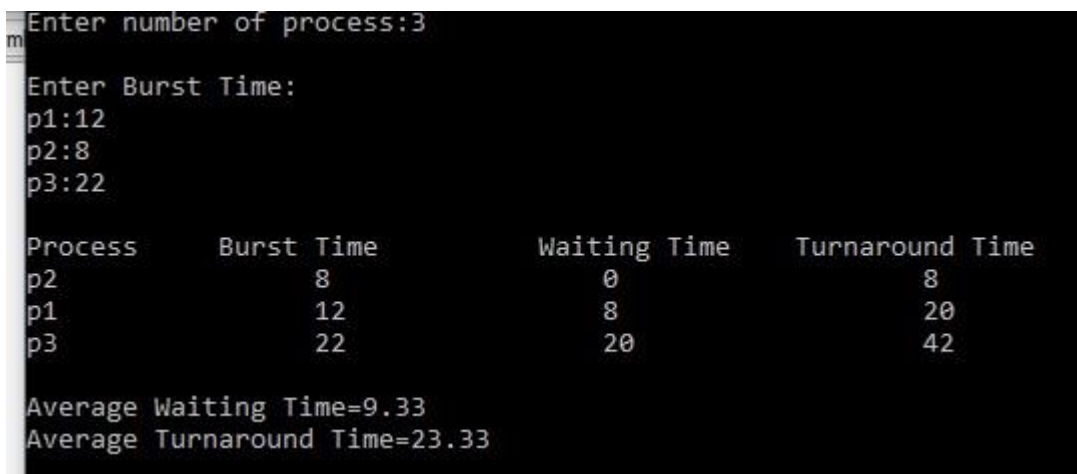
for(i=0;i<n;i++)
{
    tat[i]=bt[i]+wt[i];    total+=tat[i];    printf("\np%d\t\t
%d\t\t %d\t\t\t%d",p[i],bt[i],wt[i],tat[i]);
}

avg_tat=(float)total/n;

printf("\n\nAverage Waiting Time=%.2f",avg_wt);
printf("\n\nAverage Turnaround Time=%.2f\n",avg_tat);
}

```

### Output:



```

Enter number of process:3
Enter Burst Time:
p1:12
p2:8
p3:22

Process      Burst Time      Waiting Time      Turnaround Time
p2           8              0                8
p1          12              8               20
p3          22             20              42

Average Waiting Time=9.33
Average Turnaround Time=23.33

```