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PRIORITY SCHEDULING

Aim:

To implement priority scheduling technique

Algorithm:

- 1. Get the number of processes from the user.
- 2. Read the process name, burst time and priority of process.
- 3. Sort based on burst time of all processes in ascending order based priority 4. Calculate the total waiting time and total turnaround time for each process 5. Display the process name & burst time for each process.
- 6. Display the total waiting time, average waiting time, turnaround time

Program Code:

```
#include <stdio.h>
void sortProcesses(int n, int id[], int bt[], int priority[]) {
        for (int i = 0; i < n - 1; i++) {
        for (int j = i + 1; j < n; j++) {
        if (priority[i] > priority[j]) {
                int temp;
                temp = priority[i];
                priority[i] = priority[j];
                priority[j] = temp;
                temp = bt[i];
                bt[i] = bt[i];
                bt[j] = temp;
                temp = id[i];
                id[i] = id[j];
                id[j] = temp;
        }
        }
void calculateTimes(int n, int bt[], int wt[], int tat[]) {
        wt[0] = 0;
```

```
for (int i = 1; i < n; i++) {
        wt[i] = wt[i - 1] + bt[i - 1];
        }
       for (int i = 0; i < n; i++) {
       tat[i] = wt[i] + bt[i];
}
void display(int n, int id[], int bt[], int priority[], int wt[], int tat[]) {
       int totalWT = 0, totalTAT = 0;
       printf("\nProcess\tBurst Time\tPriority\tWaiting Time\tTurnaround Time\n");
       for (int i = 0; i < n; i++) {
       totalWT += wt[i];
       totalTAT += tat[i];
        printf("P\%d\t\t\%d\t\t\%d\t\t\%d\t\t\%d\n", id[i], bt[i], priority[i], wt[i], tat[i]);
        }
       printf("\nTotal Waiting Time: %d", totalWT);
       printf("\nAverage Waiting Time: %.2f", (float)totalWT / n);
       printf("\nTotal Turnaround Time: %d", totalTAT);
       printf("\nAverage Turnaround Time: %.2f\n", (float)totalTAT / n);
}
void preemptivePriorityScheduling(int n, int id[], int bt[], int priority[]) {
       int remaining Time [n], completed = 0, time = 0, min Priority, min Index, wt [n], tat [n];
       for (int i = 0; i < n; i++) remainingTime[i] = bt[i];
       while (completed < n) {
        minPriority = 9999, minIndex = -1;
       for (int i = 0; i < n; i++) {
       if (remainingTime[i] > 0 && priority[i] < minPriority) {
               minPriority = priority[i];
               minIndex = i;
        }
       if (\min Index == -1) break;
       remainingTime[minIndex]--;
       time++;
       if(remainingTime[minIndex] == 0) {
       completed++;
       tat[minIndex] = time;
        wt[minIndex] = tat[minIndex] - bt[minIndex];
        }
```

```
}
       display(n, id, bt, priority, wt, tat);
int main() {
       int n, choice;
        printf("Enter number of processes: ");
       scanf("%d", &n);
       int id[n], bt[n], priority[n], wt[n], tat[n];
       for (int i = 0; i < n; i++) {
       id[i] = i + 1;
        printf("Enter burst time and priority for process P%d: ", i + 1);
        scanf("%d %d", &bt[i], &priority[i]);
        printf("Choose Scheduling Type:\n1. Non-Preemptive\n2. Preemptive\nEnter choice: ");
        scanf("%d", &choice);
       if (choice == 1) {
        sortProcesses(n, id, bt, priority);
       calculateTimes(n, bt, wt, tat);
       display(n, id, bt, priority, wt, tat);
        } else if (choice == 2) {
        preemptivePriorityScheduling(n, id, bt, priority);
        } else {
        printf("Invalid choice!\n");
        return 0;
}
```

Output:

```
___(student⊗kali)-[~]
$\frac{\student⊗kali}{\square\square} \text{kali} - [~]
$\frac{\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square\square
```

```
—(student⊛kali)-[~]
Enter number of processes: 4
Enter burst time and priority for process P1: 6 3
Enter burst time and priority for process P2: 2 2
Enter burst time and priority for process P3: 14 1
Enter burst time and priority for process P4: 7 4
Choose Scheduling Type:
1. Non-Preemptive
2. Preemptive
Enter choice: 1
                         Priority
                                          Waiting Time
                                                           Turnaround Time
Process Burst Time
P3
P2
                14
                                                   0
                                                                    14
                2
                                 2
                                                   14
                                                                    16
Ρ1
                                                   16
                                                   22
                                                                    29
                                 4
Total Waiting Time: 52
Average Waiting Time: 13.00
Total Turnaround Time: 81
Average Turnaround Time: 20.25
 —(student⊛kali)-[~]
Enter number of processes: 4
Enter burst time and priority for process P1: 6 3
Enter burst time and priority for process P2: 2 2
Enter burst time and priority for process P3: 14 1
Enter burst time and priority for process P4: 7 4
Choose Scheduling Type:

    Non-Preemptive

. Preemptive
Enter choice: 2
Process Burst Time
                         Priority
                                          Waiting Time
                                                           Turnaround Time
Ρ1
                6
                                            16
                                                                   22
P2
                                                   14
                                                                    16
P3
P4
                                 1
                                                  0
                                                                   14
                14
                                                   22
                                                                    29
Total Waiting Time: 52
Average Waiting Time: 13.00
Total Turnaround Time: 81
Average Turnaround Time: 20.25
```

Result:

Hence, priority scheduling in both preemptive and non-preemptive method has been executed successfully.