CSE 310 : Operating System Lab Lab 06

Process Scheduling Algorithms (Part-1)

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Objective: Writing codes in Java or in C/C++ to simulate various Process Scheduling Algorithms

IDE: C/C++, Java

Background:

6a. First Come First Serve Process Scheduling

For FCFS scheduling algorithm, you shall get the number of processes/jobs in the system and their CPU burst times. This is a non-preemptive scheduling where a process getting the CPU will finish its works and the leave the CPU after it exhausts its required CPU time. The scheduling is performed on the basis of arrival time of the processes irrespective of their other parameters. Each process will be executed according to its arrival time. The waiting time and turnaround time of each of the processes can be calculated as well as the average system turnaround and waiting time.

Example:

Process	Arrival	Time	CPU	Time
110003	AIIIVAI	1 1111	CI U	1 1111

P1	4	5	
P2	0	7	
P3	2	9	

Gantt chart:

Waiting Time Turnaround Time

Average Waiting Time: (12+0+5)/3 = 5.66

Average Turnaround Time: (17+7+14) / 3 = 12.66

Algorithm

```
Input the processes along with their cputime and arrivaltime
Find waiting time (wt) for all processes.
As the first process comes in and do not need to wait; waiting time for process 0 will be 0
i.e. waitingtime [0] = 0.
Find waiting time for all other processes i.e. for
    process i;
    waitingtime[i] = cputime[i-1] + waitingtime [i-1] - arrivaltime[i].
Find turnaround time[i] = waiting_time [i] + cputime[i]
for all processes.
Find average waiting time =
        total_waiting_time / no_of_processes.
Similarly, find average turnaround time =
        total_turn_around_time / no_of_processes.
```

Sample input:

Enter the number of process: 3

Enter the CPU times

5 7 9

Enter the arrival times

4 0 2

Sample Output:

Process 1: Waiting Time: 12 Turnaround Time: 17

Process 2: Waiting Time: 0 Turnaround Time: 7

Process 3: Waiting Time: 5 Turnaround Time: 14

Average Waiting time: 5.66

Average Turnaround time: 12.66