

OS LAB

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

int 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:\n", i+1);
        scanf("%d", &bt[i]);
        p[i]=i+1;
    }


    //sorting of burst times
    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\tBurst Time\tWaitTime\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%d", p[i], bt[i], wt[i], tat[i]);
    }

    avg_tat=(float) total/n;
    printf("\n\nAverage Waiting Time=%f", avg_wt);
    printf("\nAverage Turnaround Time=%f\n", avg_tat);
}

```

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

```
int main()
```

 $\{$

```
int pid[15];
```

```
int bt[15];
```

```
int n;
```

```
printf("Enter the number of processes: ");
```

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

```
printf("Enter process id of all the processes: ");
```

```

for(int i=0;i<n;i++)
{
    scanf("%d",&pid[i]);
}

printf("Enter burst time of all the processes: ");
for(int i=0;i<n;i++)
{
    scanf("%d",&bt[i]);
}

int i, wt[n];
wt[0]=0;

//for calculating waiting time of each process
for(i=1; i<n; i++)
{
    wt[i]= bt[i-1]+ wt[i-1];
}

float twt=0.0;
float tat= 0.0;
for(i=0; i<n; i++)
{
    printf("Process:%d\n", pid[i]);

    printf("burst time:%d\n", bt[i]);
    printf("waiting time:%d\n", wt[i]);
}

```

```

        //calculating and printing turnaround time of each process
        printf("turnaround time:%d\n", bt[i]+wt[i]);
        printf("\n");

        //for calculating total waiting time
        twt += wt[i];

        //for calculating total turnaround time
        tat += (wt[i]+bt[i]);
    }
    float att,awt;

    //for calculating average waiting time
    awt = twt/n;

    //for calculating average turnaround time
    att = tat/n;
    printf("Avg. waiting time= %f\n",awt);
    printf("Avg. turnaround time= %f",att);
}

```



```

        printf("P%d: ", i + 1);
        scanf("%d", &A[i][1]);
        A[i][0] = i + 1;
    }
    // Sorting process according to their Burst Time.
    for (i = 0; i < n; i++) {
        index = i;
        for (j = i + 1; j < n; j++)
            if (A[j][1] < A[index][1])
                index = j;
        temp = A[i][1];
        A[i][1] = A[index][1];
        A[index][1] = temp;

        temp = A[i][0];
        A[i][0] = A[index][0];
        A[index][0] = temp;
    }
    A[0][2] = 0;
    // Calculation of Waiting Times
    for (i = 1; i < n; i++) {
        A[i][2] = 0;
        for (j = 0; j < i; j++)
            A[i][2] += A[j][1];
        total += A[i][2];
    }
    avg_wt = (float)total / n;
    total = 0;
    printf("P      BT      WT      TAT\n");
    // Calculation of Turn Around Time and printing the

```



```

// data.

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

    A[i][3] = A[i][1] + A[i][2];

    total += A[i][3];

    printf("P%d    %d    %d    %d\n", A[i][0],

        A[i][1], A[i][2], A[i][3]);

}

avg_tat = (float)total / n;

printf("Average Waiting Time= %f", avg_wt);

printf("\nAverage Turnaround Time= %f", avg_tat);

}

```

```

(kali㉿kali)-[~]
$ nano osQ3.c
(kali㉿kali)-[~]
$ gcc osQ3.c
./a.out osQ3.c
Enter number of process: 4
Enter Burst Time:
P1: 22
P2: 22
P3: 33
P4: 33
P    BT    WT    TAT
P1    22    0    22
P2    22    22    44
P3    33    44    77
P4    33    77    110
Average Waiting Time= 35.750000
Average Turnaround Time= 63.250000

```

DONE BY:

GUNDALA KUSHAL BHAVANI REDDY

CB. EN. U4CYS21021