

**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING
(ARTIFICIAL INTELLIGENCE & MACHINE LEARNING)**

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Class / Branch: SE AIML

Subject: CSL403 Operating System Lab

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Experiment No.4

Aim: Write a program to demonstrate the concept of non-preemptive, preemptive scheduling algorithms.

Program: Implementation of FCFS algorithm

```
1 #include<stdio.h>
2 int main()
3 {
4     int n,bt[20],wt[20],tat[20],avwt=0,avtat=0,i,j;
5     printf("Enter total number of processes(maximum 20):");
6     scanf("%d",&n);
7     printf("\nEnter Process Burst Time\n");
8     for(i=0;i<n;i++)
9     {
10        printf("P[%d]:",i+1);
11        scanf("%d",&bt[i]);
12    }
13    wt[0]=0;
14    for(i=1;i<n;i++)
15    {
16        wt[i]=0;
17
18        for(j=0;j<i;j++)
19            wt[i]+=bt[j];
20    }
21    printf("\nProcess\t\tBurst Time\tWaiting Time\tTurnaround Time");
22
23    for(i=0;i<n;i++)
24    {
25        tat[i]=bt[i]+wt[i];
26        avwt+=wt[i];
27        avtat+=tat[i];
28        printf("\nP[%d]\t\t\t%d\t\t\t%d\t\t\t%d",i+1,bt[i],wt[i],tat[i]);
29    }
30    avwt/=i;
31    avtat/=i;
32    printf("\n\nAverage Waiting Time:%d",avwt);
33    printf("\n\nAverage Turnaround Time:%d",avtat);
34    return 0;
35 }
```



Output:

```
labex:project/ $ touch exp4.c
labex:project/ $ gcc exp4.c
labex:project/ $ ./a.out
Enter total number of processes(maximum 20):4

Enter Process Burst Time
P[1]:3
P[2]:10
P[3]:7
P[4]:12

Process      Burst Time    Waiting Time    Turnaround Time
P[1]          3             0               3
P[2]          10            3              13
P[3]          7             13             20
P[4]          12            20             32

Average Waiting Time:9
Average Turnaround Time:17
labex:project/ $
```

Program: Implementation of Pre-emptive Shortest Job First (SJF) algorithm

```
1 #include<stdio.h>
2
3 int main() {
4     int bt[20], p[20], wt[20], tat[20], i, j, n, total = 0, totalT = 0, pos, temp;
5     float avg_wt, avg_tat;
6
7     printf("Enter number of process:");
8     scanf("%d", &n);
9
10    printf("\nEnter Burst Time:\n");
11    for (i = 0; i < n; i++) {
12        printf("p%d:", i + 1);
13        scanf("%d", &bt[i]);
14        p[i] = i + 1;
15    }
16
17    for (i = 0; i < n; i++) {
18        pos = i;
19        for (j = i + 1; j < n; j++) {
20            if (bt[j] < bt[pos])
21                pos = j;
22        }
23        temp = bt[i];
24        bt[i] = bt[pos];
25        bt[pos] = temp;
26
27        temp = p[i];
28        p[i] = p[pos];
29    }
```

Labby
Remember, click me to bring back Labby anytime!



```
28     p[i] = p[pos];
29     p[pos] = temp;
30 }
31
32 wt[0] = 0;
33 for (i = 1; i < n; i++) {
34     wt[i] = 0;
35     for (j = 0; j < i; j++)
36         wt[i] += bt[j];
37     total += wt[i];
38 }
39
40 avg_wt = (float)total / n;
41 printf("\nProcess\t Burst Time \tWaiting Time\tTurnaround Time");
42
43 for (i = 0; i < n; i++) {
44     tat[i] = bt[i] + wt[i];
45     totalT += tat[i];
46     printf("\n%d\t\t\t\t %d\t\t\t\t\t %d\t\t\t\t\t %d", p[i], bt[i], wt[i], tat[i]);
47 }
48
49 avg_tat = (float)totalT / n;
50 printf("\n\nAverage Waiting Time=%f", avg_wt);
51 printf("\nAverage Turnaround Time=%f", avg_tat);
52 }
53 }
```

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Applications: exp4.c (~/.project) - gedit labex project

Tue 25 Feb, 23:22

Output:

```
labex:project/ $ gcc exp4.c
labex:project/ $ ./a.out
Enter number of process:4

Enter Burst Time:
p1:4
p2:6
p3:8
p4:10

Process Burst Time    Waiting Time    Turnaround Time
p1         4             0                4
p2         6             4               10
p3         8            10               18
p4        10            18               28

Average Waiting Time=8.000000
Average Turnaround Time=15.000000
labex:project/ $
```

Conclusion: Hence, we have implemented FCFS and SJF algorithm.