# LAB ASSIGNMENT 3 OPERATING SYSTEMS (UCS303)

## Q1, Round Robin Scheduling

```
#include<iostream>
using namespace std;
void waitingtime(int process[], int n,int btime[], int wtime[], int quantum)
    int rem_btime[n]; //remaining burst time
    for (int i = 0; i < n; i++)
        rem_btime[i] = btime[i];
   int t = 0;
   while (1)
       bool done = true;
        for (int i = 0; i < n; i++)
            if (rem_btime[i] > 0)
                done = false; // There is a pending process
                if (rem_btime[i] > quantum)
                    t += quantum;
                    rem_btime[i] -= quantum;
                else
```

```
t = t + rem_btime[i];
                    wtime[i] = t - btime[i];
                    // make its remaining burst time = 0
                    rem_btime[i] = 0;
        if (done == true)
        break;
void turnaroundtime(int process[], int n,int btime[], int wtime[], int tatime[])
   // calculating turnaround time by adding bt[i] + wt[i]
    for (int i = 0; i < n; i++)
        tatime[i] = btime[i] + wtime[i];
void averagetime(int process[], int n, int btime[],int quantum)
    int wtime[n], tatime[n], total_wtime = 0, total_tatime = 0;
   // Function to find waiting time of all processes
    waitingtime(process, n, btime, wtime, quantum);
   // Function to find turn around time for all processes
    turnaroundtime(process, n, btime, wtime, tatime);
   // Display processes along with all details
    cout<<"\nprocesses "<<"burst time "<<"waiting time "<<"turn around time\n ";</pre>
```

```
// Calculate total waiting time and total turn
   // around time
   for (int i=0; i<n; i++)
       total_wtime = total_wtime + wtime[i];
       total_tatime = total_tatime + tatime[i];
       \t\t
      "<<tatime[i]<<endl;</pre>
   cout << "Average waiting time = "</pre>
       << (float)total_wtime / (float)n;
   cout << "\nAverage turn around time = "</pre>
       << (float)total_tatime / (float)n;
int main()
   int processes[] = { 1, 2, 3};
   int n = sizeof processes / sizeof processes[0];
   int btime[] = {10, 5, 8};
   int quantum = 2;
   averagetime(processes, n, btime, quantum);
   return 0;
```

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL JUPYTER

Signal Average turn around time = 19.6667

PS E:\Jayan TIET\Sth sem\UCS303\assignment 3> cd

TERMINAL JUPYTER

Department of the processes output to be processed output to the processes output to the processes output time turn around time 12 Average turn around time = 19.6667

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TERMINAL JUPYTER

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TERMINAL JUPYTER

TERMINAL JUPYTER
```

## Q2. Shortest Job First Scheduling

```
#include<bits/stdc++.h>
#include<iostream>
using namespace std;

struct process
{
    int id;
    int btime;
    int wtime;
};

void turnaroundtime(process proc[],int n,int wtime[],int tatime[])
{
    for(int i=0;i<n;i++)
    {
        tatime[i]=proc[i].btime+wtime[i];
    }
}

void waitingtime(process proc[],int n,int wtime[])
{
    wtime[0]=0;</pre>
```

```
for(int i=1;i<n;i++)</pre>
        wtime[i]=proc[i-1].btime+wtime[i-1];
    }
void averagetime(process proc[],int n)
    int wtime[n],tatime[n],total_wtime=0,total_tatime=0;
    waitingtime(proc,n,wtime);
    turnaroundtime(proc,n,wtime,tatime);
    cout<<"\nprocesses"<<"burst time"<<"waiting time"<<"turn around time\n";</pre>
    for(int i=0;i<n;i++)</pre>
        total_wtime=total_wtime+wtime[i];
        total_tatime=total_tatime+tatime[i];
        cout<<" "<<pre>"<<pre>cout<<" \t\t"<<pre><<" \t</pre>
<<wtime[i]<<" \t\t "<<tatime[i]<<endl;
    }
    cout<<"average waiting time is "<<(float)total_wtime/(float)n<<endl;</pre>
    cout<<"average turn around time is "<<(float)total tatime/(float)n;</pre>
int main()
    process proc[]={{1,10,2},{2,5,0},{3,8,1}};
    int n=sizeof proc / sizeof proc[0];
```

```
averagetime(proc,n);
return 0;
}
```

# Q3. First Come First Serve Schedulling

```
def waitingtime(process,n,btime,wtime):
    wtime[0]=0 #initially waiting time is 0

for i in range(1,n):
    wtime[i]=btime[i-1]+wtime[i-1]

def turnaroundtime(process,n,btime,wtime,tatime):
    for i in range(n):
        tatime[i]=btime[i]+wtime[i]

def averagetime(process,n,btime):
    wtime=[0]*n
```

```
tatime=[0]*n
    total_wtime=0
    total_tatime=0
    waitingtime(process,n,btime,wtime)
    turnaroundtime(process,n,btime,wtime,tatime)
    print("Burst time"+ "Waiting time"+"Turn around time")
    for i in range(n):
        total_wtime=total_wtime+wtime[i]
        total_tatime=total_tatime+tatime[i]
        print("
"+str(i+1)+"\t\t"+str(btime[i])+"\t"+str(wtime[i])+"\t\t"+str(tatime[i]))
    print("Average waiting time= "+str(total_wtime/n))
    print("Average turn around time = "+str(total_tatime/n))
process=[1,2,3]
n=len(process)
btime=[10,5,8]
averagetime(process,n,btime)
```

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL JUPYTER

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```

# **Q4.** Priority Schedulling

```
#include<iostream>
#include<bits/stdc++.h>
using namespace std;

// structure to input process id burst time and priority of each process

struct process
{
    int id;
    int btime;
    int priority;
};

//comparing different processes on basis of process id

bool comparison(process a, process b)
{
    return(a.priority>b.priority);
}

// to find the waiting time of each process
```

```
void waitingtime(process proc[],int n,int wtime[])
    //initially wt is 0
    wtime[0]=0;
    for(int i=1;i<n;i++)</pre>
        wtime[i]=proc[i-1].btime+wtime[i-1];
    }
//to find turn around time
void turnaroundtime(process proc[],int n,int wtime[],int tatime[])
    for(int i=0;i<n;i++)</pre>
        tatime[i]=proc[i].btime+wtime[i];
    }
void averagetime(process proc[],int n)
    int wtime[n],tatime[n],total_wtime=0,total_tatime=0;
    waitingtime(proc,n,wtime);
    turnaroundtime(proc,n,wtime,tatime);
    cout<<"\nprocesses "<<"burst time "<<"waiting time "<<"turn around</pre>
time\n ";
    //for calculation of total waiting and turn around time
```

```
for(int i=0;i<n;i++)</pre>
        total_wtime=total_wtime+ wtime[i];
        total tatime=total tatime+tatime[i];
        cout<<" "<<pre>"<<pre>cout<<" \t\t"<<pre><<" \t</pre>
<<wtime[i]<<" \t\t "<<tatime[i]<<endl;
    cout<<"\nAverage time is "<<(float)total_wtime/(float)n;</pre>
    cout<<"\naverage turn around time "<<(float)total_tatime/(float)n;</pre>
//for priority scheduling
void priorityscheduling(process proc[],int n)
    sort(proc, proc+n ,comparison);
    cout<<"order of execution is "<<endl;</pre>
    for(int i=0;i<n;i++)</pre>
        cout<<pre>cout<<" ";</pre>
    averagetime(proc,n);
int main()
    process proc[]={{1,10,2},{2,5,0},{3,8,1}};
    int n=sizeof proc / sizeof proc[0];
    priorityscheduling(proc,n);
    return 0;
```

```
> cd "e:\Jayan TIET\5th sem\UCS303\assignment 3\" ; if ($?) { g++ 4.cpp -o 4 } ; if ($?) { .\4 }

order of execution is

1 3 2
processes burst time waiting time turn around time

1 10 0 10
3 8 10 18
2 5 18 23

Average time is 9.33333
average turn around time 17
PS E:\Jayan TIET\5th sem\UCS303\assignment 3>
```