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37. Construct a C program to simulate the First Come First Served disk scheduling algorithm.

AIM

To design a C program that simulates the First Come First Served (FCFS) Disk Scheduling Algorithm, where disk requests are served in the order they arrive.

ALGORITHM

- 1. Start
- 2. Read the total number of disk requests and their corresponding disk track numbers.
- 3. Sort the disk track requests in the order they arrive (FCFS doesn't require sorting).
- 4. Start servicing the requests from the initial head position, one by one.
- 5. Calculate the total number of movements made by the disk arm.
- 6. Print the sequence of serviced requests and the total number of disk movements.
- 7. **Stop**

PROCEDURE

- 1. Include necessary libraries (stdio.h for input/output and stdlib.h for memory management).
- 2. Read the total number of disk requests and the track numbers.
- 3. Use a loop to process each disk request sequentially, and calculate the total movement.
- 4. Display the sequence in which the disk requests are processed and the total distance moved by the disk head.
- 5. **End**

CODE:

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

void FCFS(int arr[], int n, int start) {
  int total_distance = 0;
  int current_position = start;

printf("Disk Request Sequence: ");

for (int i = 0; i < n; i++) {</pre>
```

```
printf("%d", arr[i]);
    total_distance += abs(arr[i] - current_position);
    current_position = arr[i];
 }
  printf("\nTotal Number of Disk Movements: %d\n", total_distance);
}
int main() {
  int n, start;
  printf("Enter the number of disk requests: ");
  scanf("%d", Cn);
 int arr[n];
  printf("Enter the disk track numbers:\n");
  for (int i = 0; i < n; i++) {
   scanf("%d", Carr[i]);
 }
  printf("Enter the initial position of the disk head: ");
  scanf("%d", Cstart);
  FCFS(arr, n, start);
  return 0;
}
```

OUTPUT:

