

INTER PROCESS COMMUNICATION USING SHARED MEMORY

```
#include<stdio.h>
#include<stdlib.h>
#include<unistd.h>
#include<string.h>
#include<sys/ipc.h>
#include<sys/shm.h>
#include<sys/types.h>

#define SEGSIZE 100

int main(int argc, char *argv[])
{
    int shmid;
    key_t key;
    char *segptr;
    char buff[] = "hello how are you?";

    // Generate a unique key for shared memory
    key = ftok(".", 's');

    // Try to create a new shared memory segment or get the ID of an
    existing one
    if ((shmid = shmget(key, SEGSIZE, IPC_CREAT | IPC_EXCL |
    0666)) == -1)
    {
        if ((shmid = shmget(key, SEGSIZE, 0)) == -1)
        {
            perror("shmget");
            exit(1);
        }
    }
}
```

```
else
{
printf("Creating a new shared memory segment \n");
printf("SHMID:%d\n", shmid);
}

// Display information about shared memory segments
system("ipcs -m");

// Attach the shared memory segment to the address space of the
calling process
if ((segptr = (char *)shmat(shmid, 0, 0)) == (char *)-1)
{
perror("shmat");
exit(1);
}

// Write data to the shared memory segment
printf("Writing data to shared memory...\n");
strcpy(segptr, buff);
printf("DONE\n");

// Read data from the shared memory segment
printf("Reading data from shared memory...\n");
printf("DATA: %s\n", segptr);
printf("DONE\n");

// Detach the shared memory segment from the address space of the
calling process
if (shmdt(segptr) == -1)
{
perror("shmdt");
exit(1);
}
```

```
// Remove the shared memory segment
printf("Removing shared memory segment...\n");
if (shmctl(shmid, IPC_RMID, 0) == -1)
printf("Can't Remove Shared memory Segment...\n");
else
printf("Removed Successfully\n");

return 0;
}
```

OUTPUT

```
Creating a new shared memory segment  
SHMID:1769488
```

```
----- Shared Memory Segments -----  
key          shmid      owner      perms      bytes      nattch     status  
0x73098e22  1769488    user       666        100        0
```

```
Writing data to shared memory...
```

```
DONE
```

```
Reading data from shared memory...
```

```
DATA: hello how are you?
```

```
DONE
```

```
Removing shared memory segment...
```

```
Removed Successfully
```

FCFS SCHEDULING ALGORITHM

```
#include <stdio.h>

int main()
{
    int n;

    printf("Enter the number of process\n");
    scanf("%d",&n);
    int btime[n];
    int wtime[n];
    int ttime[n];
    int i;
    float totalw=0;
    float totalt=0;

    for(i=1; i<=n; i++)
    {
        printf("Enter the burst Time of Process %d:",i);
        printf("\nP[%d]:",i);
        scanf("%d",&btime[i]);
    }
    wtime[1]=0;
    for(i=2; i<=n;i++)
    {
        wtime[i]=wtime[i-1]+btime[i-1];
    }

    for(i=1; i<=n; i++)
    {
        ttime[i]=btime[i]+wtime[i];
    }
```

```

printf("\n ProcessID      Burst time   Waiting time      TA time");
for(i=1; i<=n; i++)
printf("\n P[%d]\t\t %d\t\t%d\t\t%d",i,btime[i],wtime[i],ttime[i]);

for(i=1; i<=n; i++)
{
totalw=wtime[i]+totalw;
totalt=ttime[i]+totalt;
}
float avgwt=totalw/n;
float avgtt=totalt/n;
int temp=0;
printf("\nAverage Waiting Time:%f", avgwt);
printf("\nAverage Turn Around Time:%f", avgtt);

printf("\n=====\\n");
for( i=1; i<=n; i++)
{
    printf(" P%d ",i);
}
printf("\n=====\\n");
for( i=1; i<=n; i++)
{
    printf("%d ",temp);
    temp=temp+btime[i];
}
printf("%d",ttime[n]);

}

```

OUTPUT

```
Enter the number of process: 4
Enter the burst Time of Process 1:
P[1]:5
Enter the burst Time of Process 2:
P[2]:2
Enter the burst Time of Process 3:
P[3]:4
Enter the burst Time of Process 4:
P[4]:8

ProcessID      Burst time      Waiting time      TA time
P[1]           5               0                 5
P[2]           2               5                 7
P[3]           4               7                11
P[4]           8              11                19
Average Waiting Time:5.750000
Average Turn Around Time:10.500000
=====
P1  P2  P3  P4
=====
0   5   7  11
```

SJF SCHEDULING ALGORITHM

```
#include <stdio.h>
void swap(int *,int *);
int main()
{
    int n;

    printf("Enter the number of process\n");
    scanf("%d",&n);
    int btime[n];
    int wtime[n];
    int ttime[n];
    int temp=0;
    int i,j;
    int pid[n];
    float totalw=0;
    float totalt=0;

    for(i=1; i<=n; i++)
    {
        printf("Enter the burst Time of Process %d:",i);
        printf("\nP[%d]:",i);
        scanf("%d",&btime[i]);
        pid[i]=i;
    }

    for(i=1; i<=n; i++)
    {
        for(j=1; j<=n; j++)
        {
            if(btime[j]>btime[i])
            {
```



```

        //Swapping
        swap(&btime[i],&btime[j]);
        swap(&pid[i], &pid[j]);
    }
}

wtime[1]=0;
for(i=2; i<=n;i++)
{
    wtime[i]=wtime[i-1]+btime[i-1];
}

for(i=1; i<=n; i++)
{
    ttime[i]=btime[i]+wtime[i];
}

printf("\n ProcessID      Burst time   Waiting time      TA time");
for(i=1; i<=n; i++)
printf("\nP[%d]\t\t%d\t\t%d\t\t%d",pid[i],btime[i],wtime[i],ttime[i]);

for(i=1; i<=n; i++)
{
    totalw=wtime[i]+totalw;
    totalt=ttime[i]+totalt;
}
float avgwt=totalw/n;
float avgtt=totalt/n;
printf("\nAverage Waiting Time:%f", avgwt);
printf("\nAverage Turn Around Time:%f", avgtt);

```

```
printf("\n=====\\n");
    for( i=1; i<=n; i++)
    {
        printf(" P%d ",pid[i]);
    }

printf("\n=====\\n");
    temp=0;
    for( i=1; i<=n; i++)
    {
        printf("%d  ",temp);
        temp=temp+btime[i];
    }
    printf("%d",ttime[n]);

}

void swap(int *a,int *b)
{
    int t;
    t=*a;
    *a=*b;
    *b=t;
}
```

OUTPUT

```
Enter the number of process
3
Enter the burst Time of Process 1:
P[1]:5
Enter the burst Time of Process 2:
P[2]:2
Enter the burst Time of Process 3:
P[3]:7

ProcessID      Burst time      Waiting time      TA time
P[2]           2               0                 2
P[1]           5               2                 7
P[3]           7               7                14
Average Waiting Time:3.000000
Average Turn Around Time:7.666667
=====
   P2   P1   P3
=====
0     2   7   14user@user-Veriton-Series:~/aroma1$
```

PRIORITY SCHEDULING

```
#include <stdio.h>

void swap(int *,int *);

int main()
{
    int n;

    printf("Enter the number of process\n");
    scanf("%d",&n);
    int btime[n];
    int wtime[n];
    int ttime[n];
    int priority[n];
    int temp=0;
    int i,j;
    int pid[n];
    float totalw=0;
    float totalt=0;
    for(i=1; i<=n; i++)
    {
        printf("Enter the burst Time of Process %d:",i);
```

```
printf("\nP[%d]:",i);
scanf("%d",&btime[i]);
printf("Enter the Priority value of Process %d:",i);
printf("\nP[%d]:",i);
scanf("%d",&priority[i]);
pid[i]=i;
}
```

```
for(i=1; i<=n; i++)
{
for(j=1; j<=n; j++)
{
if(priority[j]>priority[i])
{
//Swapping
swap(&priority[i],&priority[j]);
swap(&btime[i],&btime[j]);
swap(&pid[i], &pid[j]);
}
}
}

wtime[1]=0;
```

```

for(i=2; i<=n;i++)
{
wtime[i]=wtime[i-1]+btime[i-1];
}

for(i=1; i<=n; i++)
{
ttime[i]=btime[i]+wtime[i];
}

printf("\n ProcessID  Burst time Priority  Waiting time   TA time");
for(i=1; i<=n; i++)

printf("\nP[%d]\t\t%d\t\t%d\t\t%d\t\t%d",pid[i],btime[i],priority[i],w
time[i],ttime[i]);
for(i=1; i<=n; i++)
{
totalw=wtime[i]+totalw;
totalt=ttime[i]+totalt;
}
float avgwt=totalw/n;
float avgtt=totalt/n;
printf("\nAverage Waiting Time:%f", avgwt);
printf("\nAverage Turn Around Time:%f", avgtt);

```

```
printf("\n===== \n");
for( i=1; i<=n; i++)
{
    printf(" P%d ",pid[i]);
}
printf("\n===== \n");
temp=0;
for( i=1; i<=n; i++)
{
    printf("%d ",temp);
    temp=temp+btime[i];
}
printf("%d",ttime[n]);
}

void swap(int *a,int *b)
{
    int t;
    t=*a;
    *a=*b;
    *b=t;
}
```

OUTPUT

```
Enter the number of process
4
Enter the burst Time of Process 1:
P[1]:6
Enter the Priority value of Process 1:
P[1]:2
Enter the burst Time of Process 2:
P[2]:4
Enter the Priority value of Process 2:
P[2]:1
Enter the burst Time of Process 3:
P[3]:6
Enter the Priority value of Process 3:
P[3]:4
Enter the burst Time of Process 4:
P[4]:8
Enter the Priority value of Process 4:
P[4]:6

ProcessID      Burst time Priority  Waiting time      TA time
P[2]           4             1             0                 4
P[1]           6             2             4                10
P[3]           6             4            10                16
P[4]           8             6            16                24
Average Waiting Time:7.500000
Average Turn Around Time:13.500000
=====
P2    P1    P3    P4
=====
0     4    10    16    24user@user-Veriton-Series:~/aromal$
```


ROUND ROBIN SCHEDULING

```
#include<stdio.h>
int main()
{
    int i, limit, total = 0, x, counter = 0, time_quantum;
    int wait_time = 0, turnaround_time = 0, burst_time[10], temp[10];
    float average_wait_time, average_turnaround_time;
    printf("\nEnter Total Number of Processes:\t");
    scanf("%d", &limit);
    x = limit;
    for(i = 0; i < limit; i++)
    {
        printf("\nEnter Details of Process[%d]\n", i + 1);
        printf("Burst Time:\t");
        scanf("%d", &burst_time[i]);
        temp[i] = burst_time[i];
    }
    printf("\nEnter Time Quantum:\t");
    scanf("%d", &time_quantum);
    printf("\nProcess ID\tBurst Time\t Turnaround Time\t Waiting Time\n");
    for(total = 0, i = 0; x != 0;)
    {
        if(temp[i] <= time_quantum && temp[i] > 0)
        {
            total = total + temp[i];
            temp[i] = 0;
            counter = 1;
        }
        else if(temp[i] > 0)
        {
            temp[i] = temp[i] - time_quantum;
```

```
total = total + time_quantum;
}
if(temp[i] == 0 && counter == 1)
{
x--;
printf("\nProcess[%d]\t\t%d\t\t %d\t\t\t %d", i + 1, burst_time[i], total,
total - burst_time[i]);
wait_time = wait_time + total - burst_time[i];
turnaround_time = turnaround_time + total ;
counter = 0;
}
if(i == limit - 1)
{
i = 0;
}
else
{
i++;
}
}
average_wait_time = wait_time * 1.0 / limit;
average_turnaround_time = turnaround_time * 1.0 / limit;
printf("\n\nAverage Waiting Time:\t%f", average_wait_time);
printf("\nAvg Turnaround Time:\t%f\n", average_turnaround_time);
}
```

OUTPUT

```
Enter Total Number of Processes:      3
Enter Details of Process[1]
Burst Time:      24

Enter Details of Process[2]
Burst Time:      3

Enter Details of Process[3]
Burst Time:      3

Enter Time Quantum:      4

Process ID      Burst Time      Turnaround Time      Waiting Time
Process[2]      3              7              4
Process[3]      3              10             7
Process[1]      24             30             6

Average Waiting Time:  5.666667
Avg Turnaround Time:  15.666667
```