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Name: Om Jadhav
Roll No: I3275
Batch: T8
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Assignment No 3

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CODE: Shortest Job First (SJF)
#include<stdio.h>
int main()
  int at[10], bt[10], temp[10];
  int i, smallest, count = 0, time, limit;
  double wt = 0, tat = 0, end;
  float avgwt, avgtat;
  printf ("\nEnter the number of processes: \t");
  scanf ("%d", &limit);
  printf ("\nEnter details of %d processes", limit);
  for (i = 0; i < limit; i++)
     printf ("\nEnter Arrival Time:\t");
     scanf ("%d", &at[i]);
     printf ("\nEnter Burst Time:\t");
     scanf ("%d", &bt[i]);
     temp[i] = bt[i];
  }
  bt[9] = 9999;
  for (time = 0; count != limit; time++)
     smallest = 9;
     for (i = 0; i < limit; i++)
       if (at[i] \le time \&\& bt[i] \le bt[smallest] \&\& bt[i] > 0)
          smallest = i;
  bt[smallest]--;
  if(bt[smallest] == 0)
     count++;
     end = time + 1;
     wt = wt + end - at[smallest] - temp[smallest];
     tat = tat + end - at[smallest];
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}

avgwt = wt / limit;

avgtat = tat / limit;

printf ("\n\Average Waiting Time:\t%lf\n", avgwt);
printf ("\n\Average Turn Around Time:\t%lf\n", avgtat);
return 0;
}
```

OUTPUT:

Enter the number of processes: 3

Enter details of 3 processes

Enter Arrival Time: 3 Enter Burst Time: 5 Enter Arrival Time: 5

Enter Burst Time: 2
Enter Arrival Time: 6

Enter Burst Time: 7

Average Waiting Time: 2.000000

Average Turn Around Time: 6.666667

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CODE: Round Robbin (RR)
#include <stdio.h>
int main(){
  int i, total = 0, x, limit, counter = 0, t quantum;
  int wait time = 0, turnaround time = 0, arrival time[10], burst time[10], temp[10];
  float average wait time, average turnaround time;
  printf ("\nEnter Total Number of Processes: ");
  scanf ("%d", &limit);
  x = limit;
  for (i = 0; i < limit; i++)
     printf ("\nProvide the details for Process[%d]\n", i + 1);
     printf ("Arrival Time:\t");
     scanf ("%d", &arrival time[i]);
     printf ("Burst Time:\t");
     scanf ("%d", &burst time[i]);
     temp[i] = burst time[i];
  printf ("\nEnter Time Quan-tum:\t");
  scanf ("%d", &t quantum);
  printf ("\nProcess ID\t\tBurst Time\t Turnaround Time\t Waiting Time\n");
  for (total = 0, i = 0; x != 0;)
     if (temp[i] \le t quantum && temp[i] > 0
       total = total + temp[i];
       temp[i] = 0;
       counter = 1;
     else if (temp[i] > 0)
       temp[i] = temp[i] - t quantum;
       total = total + t quantum;
     if (temp[i] == 0 \&\& counter == 1)
       X--;
       printf ("\nProcess[%d]\t\t%d\t\t %d\t\t %d", i + 1, burst time[i],total - arrival time[i],total
- arrival time[i] - burst time[i]);
       wait time = wait time + total - arrival time[i] - burst time[i];
       turnaround time = turnaround time + total - arrival time[i];
       counter = 0;
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}
    if (i == limit - 1)
       i = 0;
    else if (arrival\_time[i + 1] \le total)
       i++;
     else
       i = 0;
  average wait time = wait time * 1.0 / limit;
  average turnaround time = turnaround time * 1.0 / limit;
  printf ("\n\nAverage Waiting Time:\t\0/6f", average wait time);
  printf ("\nAvg Turnaround Time:\t%f\n", average_turnaround_time);
  return 0;
}
OUTPUT:
OUTPUT:-
Enter Total Number of Processes: 4
Provide the details for Process[1]
Arrival Time: 2
Burst Time:
Provide the details for Process[2]
Arrival Time: 3
Burst Time:
Provide the details for Process[3]
Arrival Time: 3
Burst Time:
Provide the details for Process[4]
Arrival Time: 5
Burst Time:
Enter Time Quan-tum:
                             2
                                                           Waiting Time
Process ID
                      Burst Time
                                     Turnaround Time
Process[1]
                                     10
                                                           4
                                                            7
Process[2]
                      4
                                     11
                      4
                                                            9
Process[4]
                                     13
                                                            11
Process[3]
                                     17
```

Average Waiting Time: 7.750000 Avg Turnaround Time: 12.750000