

## WEEK 3

Write a C program to simulate the following CPU scheduling algorithm to find turnaround time and waiting time. [?]

\*Priority (pre-emptive & Non-pre-emptive)

\*Round Robin (Experiment with different quantum sizes for RR algorithm)

Date: 22/6/23

Write a program to simulate the following CPU scheduling algorithm to find turnaround time and waiting time.

- Priority
- Round Robin

```
#include <stdio.h>
#include <stdlib.h>
void waitingtime(int proc[], int n, int burst-time[],
                int wait[])
{
    wait-time[0] = 0;
    for (int i = 1; i < n; i++)
        wait-time[i] = wait-time[i-1] + burst-time[i-1];
}

void turnaroundtime(int proc[], int n, int burst-time[],
                   int wait[], int tat[])
{
    for (int i = 0; i < n; i++)
        tat[i] = burst-time[i] + wait-time[i];
}

void avgtime(int proc[], int n, int burst-time[])
{
    int wait-time[n], tat[n], total-wt = 0, total-tat = 0;
    waitingtime(proc, n, burst-time, wait-time);
    turnaroundtime(proc, n, burst-time, wait-time, tat);
    for (int i = 0; i < n; i++)
    {
        total-wt += wait-time[i];
        total-tat += tat[i];
        printf("%d %d %d %d", proc[i],
               burst-time[i], wait-time[i], tat[i]);
    }
    printf("In Average wait time = %d\n", total-wt/n);
    printf("Average turnaround time = %d", total-tat/n);
}
```

```

void sort(int proc[], int burst-time[], int n, int
        priority[]) {
    int a, b, c;
    for (int i = 0; i < n; i++) {
        for (int j = i + 1; j < n; j++) {
            if (priority[i] > priority[j]) {
                a = burst-time[i];
                burst-time[i] = burst-time[j];
                burst-time[j] = a;
                b = proc[i];
                proc[i] = proc[j];
                proc[j] = b;
                c = priority[i];
                priority[i] = priority[j];
                priority[j] = c;
            }
        }
    }
}

```

```

void main()
{

```

```

    int proc[10], burst-time[10], n, priority[10];

```

```

    printf("In Enter the size of n:");

```

```

    scanf("%d", &n);

```

```

    for (int i = 0; i < n; i++)
    {

```

```

        printf("In Enter the processor number:");

```

```

        scanf("%d", &proc[i]);

```

```

        printf("In Enter the burst time:");

```

```

        scanf("%d", &burst-time[i]);

```

```

        printf("In Enter the priority:");

```

```

        scanf("%d", &priority[i]);
    }

```

```

    sort(proc, burst-time, n, priority);

```

```

    avgtime(proc, n, burst-time);
}

```

Output:

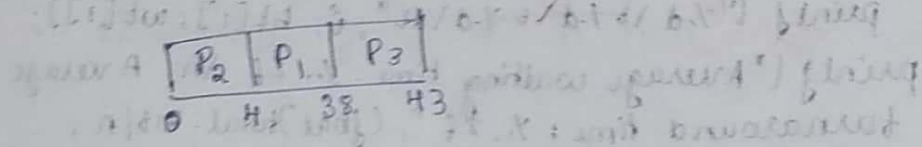
Enter the size of n: 3  
 Enter the processor number: 1  
 Enter the burst time: 34  
 Enter the priority: 2  
 Enter the processor number: 2  
 Enter the burst time: 4  
 Enter the priority: 1  
 Enter the processor number: 3  
 Enter the burst time: 5  
 Enter the priority: 3

Process	Burst time	Wait time	Turnaround time
2	4	0	4
1	34	4	38
3	5	38	43

Average wait time: 14

Average turnaround time: 28

Gantt chart:



Round Robin Scheduling

```

#include <stdio.h>
#define MAX_PROCESSES 10

void roundRobin(int n, int bt[], int quantum)
{
    int rem_bt[MAX_PROCESSES], wt[MAX_PROCESSES];
    int total_wt = 0, total_time = 0;
    for (int i = 0; i < n; i++)
        rem_bt[i] = bt[i];
    while (1)
    {
        int done = 1;
        for (i = 0; i < n; i++)
        {
            if (rem_bt[i] > 0)
            {
                done = 0;
                // ... (rest of the code)
            }
        }
    }
}
  
```



```

if (rem-bt[i] > 0) {
    done = 0;
    if (rem-bt[i] > quantum) {
        total-time += quantum;
        rem-bt[i] -= quantum;
    } else {
        total-time += rem-bt[i];
        wt[i] = total-time - bt[i];
        rem-bt[i] = 0;
    }
}

if (done == 1)
    break;

for (i = 0; i < n; i++) {
    total-wt += wt[i]; total-tat = wt[i] + burst-time[i];
    printf("Process %d Burst time %d waiting time %d\n", i, bt[i], wt[i]);
    for (i = 0; i < n; i++)
        printf("%d %d %d %d\n", i, bt[i], wt[i], total-wt);
    printf("Average waiting time: %.2f\n", (float) total-wt / n);
    printf("Average turnaround time: %.2f\n", (float) total-tat / n);
}

void main()
{
    int n, i, bt[MAX-PROCESSES], quantum;
    printf("Enter the number of processes:");
    scanf("%d", &n);
    printf("Enter burst time for each process:");
    for (i = 0; i < n; i++) {
        printf("Process %d: ", i);
        scanf("%d", &bt[i]);
    }
    printf("Enter quantum size:");
    scanf("%d", &quantum);
}

```

roundRobin(n, bt, quantum)

Output:

Enter the number of processes: 3

Enter burst time for each process:

Process 0: 4

Process 1: 3

Process 2: 5

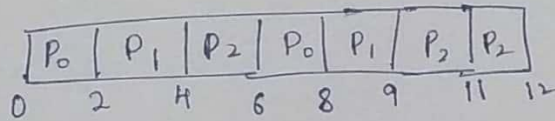
Enter the quantum size: 2

Process	Burst time	Waiting time	Turnaround time
0	4	4	8
1	3	6	9
2	5	7	12

Average waiting time: 5.67

Average turnaround time: 9.67

Gantt chart:



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## Priority C Program:

```
#include <stdio.h>

#include <stdlib.h>

void waitingtime(int proc[], int n, int burst_time[], int wait_time[])
{
    wait_time[0] = 0;
    for (int i = 1; i < n; i++)
    {
        wait_time[i] = burst_time[i - 1] + wait_time[i - 1];
    }
}

void turnaroundtime(int proc[], int n, int burst_time[], int wait_time[], int tat[])
{
    for (int i = 0; i < n; i++)
        tat[i] = burst_time[i] + wait_time[i];
}

void avgtime(int proc[], int n, int burst_time[])
{
    int wait_time[n], tat[n], total_wt = 0, total_tat = 0;
    waitingtime(proc, n, burst_time, wait_time);
    turnaroundtime(proc, n, burst_time, wait_time, tat);
    printf("\n Process \t Burst Time \t Wait Time \t Turnaround time");
    for (int i = 0; i < n; i++)
    {
        total_wt += wait_time[i];
        total_tat += tat[i];
        printf("\n %d\t%d\t%d\t%d", proc[i], burst_time[i], wait_time[i], tat[i]);
    }

    printf("\nAverage wait time:%d Average turnaround time:%d \n", total_wt / n, total_tat / n);
}
```

```

void sort(int proc[],int burst_time[],int n,int priority[]){

    int a,b,c;

    for(int i=0;i<n;i++){

        for(int j=i+1;j<n;j++){

            if(priority[i]>priority[j]){

                // swap priority

                a=burst_time[i];

                burst_time[i]=burst_time[j];

                burst_time[j]=a;

                // swap proc accordingly

                b=proc[i];

                proc[i]=proc[j];

                proc[j]=b;

                // swap priority

                c=priority[i];

                priority[i]=priority[j];

                priority[j]=c;

            }

        }

    }

}

void main()

{

    int proc[10], burst_time[10], n,priority[10];

    printf("\n Enter the size of n:");

    scanf("%d", &n);

    for (int i = 0; i < n; i++)

    {

        printf("Enter the processor number:");

        scanf("%d", &proc[i]);

        printf("Enter the burst time:");

```

```

scanf("%d", &burst_time[i]);

printf("enter the priority:");

scanf("%d",&priority[i]);

}

sort(proc,burst_time,n,priority);

avgtime(proc, n, burst_time);

}

```

## OUTPUT:

```

Enter the size of n:3
Enter the processor number:1
Enter the burst time:34
enter the priority:2
Enter the processor number:2
Enter the burst time:4
enter the priority:1
Enter the processor number:3
Enter the burst time:5
enter the priority:3
Process      Burst Time    Wait Time    Turnaround time
2           4           0           4
1          34           4          38
3           5          38          43
Average wait time:14  Average turnaround time:28

```

## Round Robin C program:

```

#include<stdio.h>

#define MAX_PROCESSES 10

void roundRobin(int n, int bt[], int quantum) {

    int rem_bt[MAX_PROCESSES], wt[MAX_PROCESSES], i,tat[MAX_PROCESSES];

    int total_wt = 0, total_time = 0,total_tat=0 ;

    for (i = 0; i < n; i++)

        rem_bt[i] = bt[i];

    while (1) {

        int done = 1;

```



```

for (i = 0; i < n; i++) {
    // If burst time remaining for the process
    if (rem_bt[i] > 0) {
        done = 0; // There is still a pending process
        // If burst time is greater than quantum
        if (rem_bt[i] > quantum) {
            total_time += quantum;
            rem_bt[i] -= quantum;
        } else {
            // Last cycle for this process
            total_time += rem_bt[i];
            wt[i] = total_time - bt[i];
            rem_bt[i] = 0;
        }
    }
}

// If all processes are done
if (done == 1)
    break;
}

for (i = 0; i < n; i++)
    tat[i] = wt[i] + bt[i];
// Calculate total waiting time
for (i = 0; i < n; i++)
{
    total_wt += wt[i];
    total_tat += tat[i];
}

// Print results

```

```

printf("Process\tBurst Time\tWaiting Time\tTurnaround time\n");

for (i = 0; i < n; i++)

    printf("%d\t%d\t\t%d\t%d\n", i, bt[i], wt[i],tat[i]);

printf("Average waiting time: %.2f\nAverage turnaround time: %.2f\n ", (float)total_wt /
n,(float)total_tat / n);
}

int main() {

    int n, i, bt[MAX_PROCESSES], quantum;

    printf("Enter the number of processes: ");

    scanf("%d", &n);

    printf("Enter burst time for each process:\n");

    for (i = 0; i < n; i++) {

        printf("Process %d: ", i);

        scanf("%d", &bt[i]);

    }

    printf("Enter the quantum size: ");

    scanf("%d", &quantum);

    roundRobin(n, bt, quantum);

    return 0;

}

```

## OUTPUT:

```

Enter the number of processes: 3
Enter burst time for each process:
Process 0: 4
Process 1: 3
Process 2: 5
Enter the quantum size: 2
Process Burst Time  Waiting Time    Turnaround time
0   4       4      8
1   3       6      9
2   5       7     12
Average waiting time: 5.67
Average turnaround time: 9.67

```