# SAVEETHA SCHOOL OF ENGINEERING

**SAVEETHA INSTITUTE OF MEDICAL AND TECHNICAL SCIENCES COMPUTER SCIENCE AND ENGINEERING PROGRAMME**

# CSA04 – OPERATING SYSTEMS

**LIST OF PROGRAMS (DAY 1)**

1. **Create a new process by invoking the appropriate system call. Get the process identifier of the currently running process and its respective parent using system calls and display the same using a C program.**
2. **Identify the system calls to copy the content of one file to another and illustrate the same using a C program.**
3. **Design a CPU scheduling program with C using First Come First Served technique with the following considerations.**
   1. **All processes are activated at time 0.**
   2. **Assume that no process waits on I/O devices.**
4. **Construct a scheduling program with C that selects the waiting process with the smallest execution time to execute next.**
5. **Construct a scheduling program with C that selects the waiting process with the highest priority to execute next.**
6. **Construct a C program to implement pre-emptive priority scheduling algorithm.**
7. **Construct a C program to implement non-preemptive SJF algorithm.**
8. **Construct a C program to simulate Round Robin scheduling algorithm with C.**

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**LIST OF PROGRAMS (DAY 2)**

1. **Illustrate the concept of inter-process communication using shared memory with a C program.**
2. **Illustrate the concept of inter-process communication using message queue with a C program.**
3. **Illustrate the concept of multithreading using a C program.**
4. **Design a C program to simulate the concept of Dining-Philosophers problem**
5. **Construct a C program for implementation the various memory allocation strategies.**
6. **Construct a C program to organize the file using single level directory.**
7. **Design a C program to organize the file using two level directory structure.**
8. **Develop a C program for implementing random access file for processing the employee details.**

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**LIST OF PROGRAMS (DAY 3)**

1. **Illustrate the deadlock avoidance concept by simulating Banker’s algorithm with C. 18 Construct a C program to simulate producer-consumer problem using semaphores.**
2. **Design a C program to implement process synchronization using mutex locks.**
3. **Construct a C program to simulate Reader-Writer problem using Semaphores.**
4. **Develop a C program to implement worst fit algorithm of memory management.**
5. **Construct a C program to implement best fit algorithm of memory management.**
6. **Construct a C program to implement first fit algorithm of memory management.**
7. **Design a C program to demonstrate UNIX system calls for file management.**

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**LIST OF PROGRAMS (DAY 4)**

1. **Construct a C program to implement the I/O system calls of UNIX (fcntl, seek, stat, opendir, readdir)**
2. **Construct a C program to implement the file management operations.**
3. **Develop a C program for simulating the function of ls UNIX Command.**
4. **Write a C program for simulation of GREP UNIX command**
5. **Write a C program to simulate the solution of Classical Process Synchronization Problem**
6. **Write C programs to demonstrate the following thread related concepts.**

**(i) create (ii) join (iii) equal (iv) exit**

1. **Construct a C program to simulate the First in First Out paging technique of memory management.**
2. **Construct a C program to simulate the Least Recently Used paging technique of memory management.**

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**LIST OF PROGRAMS (DAY 5)**

1. **Construct a C program to simulate the optimal paging technique of memory management**
2. **Consider a file system where the records of the file are stored one after another both physically and logically. A record of the file can only be accessed by reading all the previous records. Design a C program to simulate the file allocation strategy.**
3. **Consider a file system that brings all the file pointers together into an index block. The ith entry in the index block points to the ith block of the file. Design a C program to simulate the file allocation strategy.**
4. **With linked allocation, each file is a linked list of disk blocks; the disk blocks may be scattered anywhere on the disk. The directory contains a pointer to the first and last blocks of the file. Each block contains a pointer to the next block. Design a C program to simulate the file allocation strategy.**
5. **Construct a C program to simulate the First Come First Served disk scheduling algorithm.**
6. **Design a C program to simulate SCAN disk scheduling algorithm.**
7. **Develop a C program to simulate C-SCAN disk scheduling algorithm.**
8. **Illustrate the various File Access Permission and different types users in Linux.**